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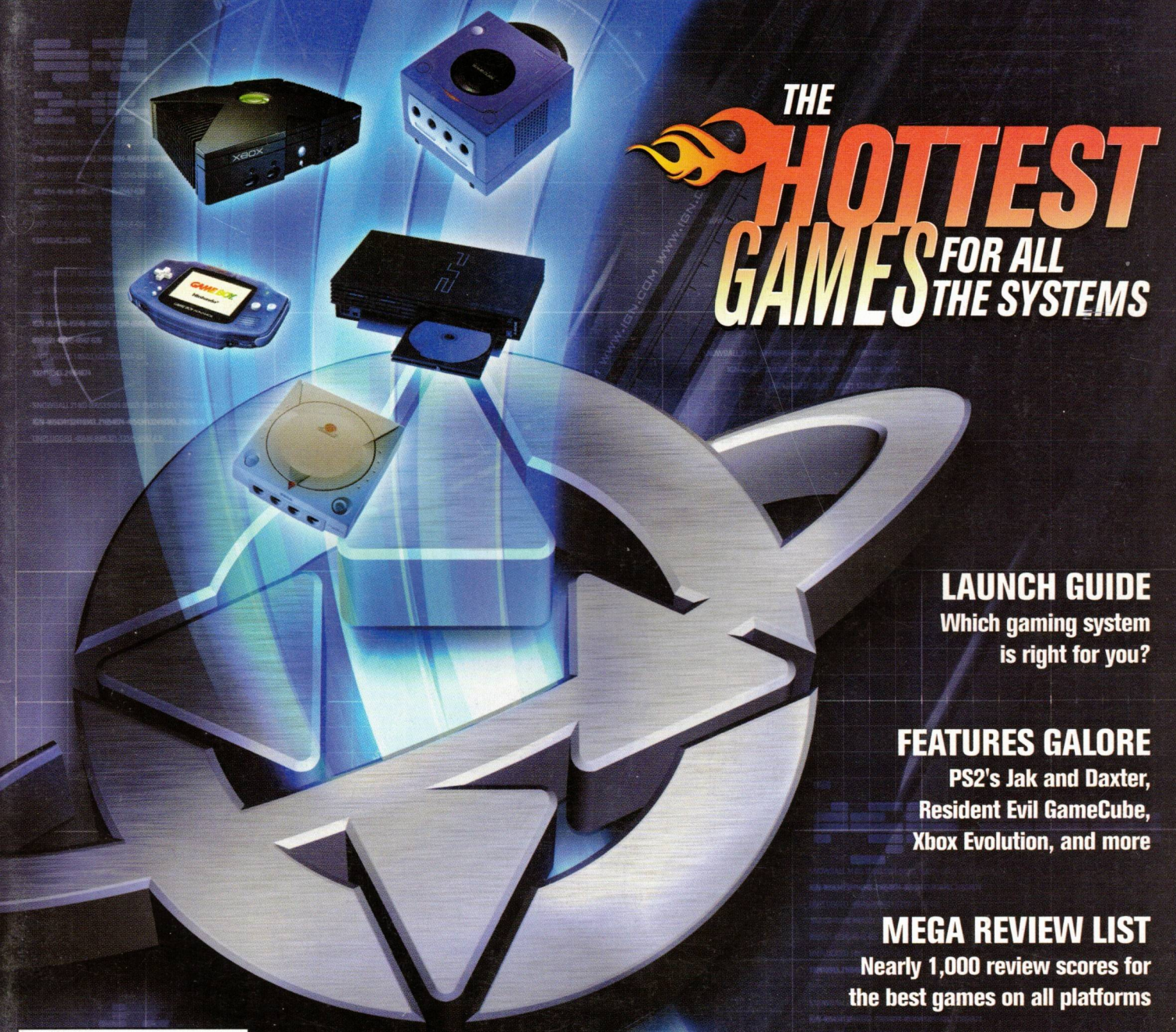

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THE MAGAZINE :: POWERED BY GAMESHARK

You asked for it, and now you have it - IGN.com The Magazine is finished! The only thing left is for me to write the Letter from the Editor. This is the time I'm supposed to be all prolific and junk and tell you a bit about the mag. Unfortunately, it's three in the morning and all I can say after helping to get IGN.com's very first multi-platform magazine out the door is, "man, am I ever tired." Although we did an IGN64 mag in the past, this is our virgin effort at a multi-platform magazine, but after many a late night, I think we have something that we're pretty happy with.

Think of this Buyers' Guide as your roadmap to gaming Nirvana for the holiday season. There are so many new stories on IGN each day that it's easy to lose touch with everything that's coming out. Think of us as a matchmaker – we're going to make it as easy as possible for you to make the right choice when it comes to what system (or systems as the case may be), games, and accessories are right for you or the people on your shopping list.

We've broken down the strengths and weaknesses of each gaming system, detailed our picks for the best games to choose for the holidays, and even given you a checklist of games we're looking forward to into the coming year. All this and a smattering of features, hot DVD picks, and nearly 1,000 review scores means this one magazine will arm you for any game-related buying situation you may get into this holiday season.

Anyway, we hope we inform as well as entertain you with our print endeavor, and who knows... you may just be seeing another IGN.com The Magazine in the future.

Tal Blevins

Tal Blevins

IGN's 2001 BUYER'S GUIDE

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ISSUE 1, VOL. 1, FALL 2001

Cover art by Dave Viloria

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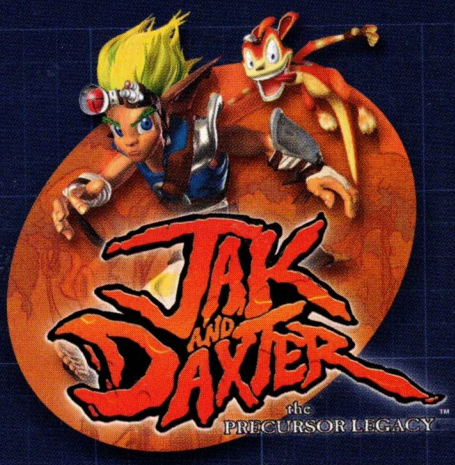

Jak and Daxter the Precursor Legacy

Everything you need to know about Naughty Dog's next adventure, inclucing details on the characters, the world and much more.

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Unbel-evil-able

Bloodthirsty zombies, carnage, and all of the gruesome details you can't live without -- we break down Resident Evil's exclusive trip to GameCube!

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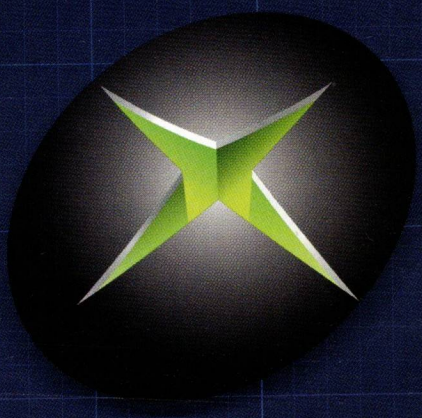

Microsoft as a Gaming Company

Follow the evolution of the Xbox from the first official announcement at GDC 2000 to launch and beyond.

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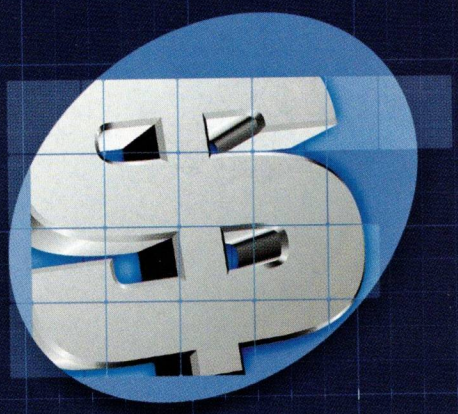

Cheap Ass Games For Cheap Ass Gamers

Bargain hunter alert! Nearly 20 games for under 20 dollars sure to please any PC gamer on your holiday shopping list.

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THE MAGAZINE STAFF

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:: ABOUT THE DISK

If there's one thing we've learned over the last four years of working on IGN, then it's this: you like codes. Whether it's tips, tricks, guides or cheats, you gobble up our updates on codes.ign.com faster than we can post them. Since magazines are more limited than websites when it comes to space, we figured we'd offer something better than just a few printed cheat lists. That's why we partnered with InterAct, the makers of the popular GameShark cheat device. These guys have raised cheating to an art form. Unless your little brother has already swiped it, this magazine comes with your very own GameShark Demo disk, packed with the latest codes and game saves for your favorite games. Just put it in your PlayStation® or PlayStation® 2 and the disk will do the rest. Enjoy.

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With our simple "Become an IGN Editor-in-Chief" kit, you too can get a feeling for what life is like at the IGN offices, at least through the eyes of IGNPS2 EIC Douglass "Captain Insano" Perry.

Fig.1

Step 1: Carefully cut out the picture of Doug Perry.

Step 2: Attach a string or long rubber band to Doug Perry's face and tie it around your head. We can't stress this enough people: **DO NOT** staple, tack, or nail Doug Perry's face to your head.

Step 3: Act completely insane. A good starting point is to run around the room screaming "Hoo hoo, whatever. buddy! Scootie! Hoo hoo! Your mom's a scootie, buddy! Hoo hoo hoo" in a high-pitched voice. Once you become genuinely feared by those aound you, you'll have transcended to the rank of an IGN Editor-in-Chief!

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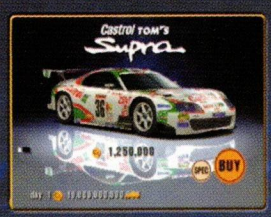

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MAILBAG

Whether it's a question about videogames, movies, comics, or the whereabouts of IGNcube Editor-in-Chief Matt Casamassina, you can bet that the IGN editors know the answer to your questions (well, maybe not the whereabouts of Matt Casamassina, but chances are we can help you with anything else). Here's just a sampling of the thousands of emails we receive every day at IGN...

DVD :: SUPER BIT. SUPERLAME?

What is it with the Superbit Collection?

Granted most of what I see needing a new release is getting one, but Crouching Tiger, Hidden Dragon!?! That's a pretty good disc, although a bit dark, not bad on rainbows, clarity, and the like.

Is there any reason to put out a double dip so soon after the initial release?

– Rob Micek

Steven responds: *The Superbit collection of DVDs, which includes CTHD, Desperado, The Fifth Element, Air Force One (and more) essentially are for people with high-end A/V equipment. By removing all of the extras content from the DVD, the video engineers are able to nearly double the bit rate which helps provide optimum video and audio presentation. This is mainly in response to the new line of progressive scan DVD players. So, unless you have a progressive scan DVD player and a HDTV, you won't see much video difference. However, you will hear a richer soundtrack as most of the titles will use the DTS format, a bit rate space hog on traditional DVDs. Benjamin Feingold of Columbia Tri-Star says about Superbit: "Standard DVDs are like fully loaded luxury automobiles. In contrast, Superbit DVDs are like Formula One racecars – built for pure performance. We believe that DVD enthusiasts will be thrilled with this exciting new concept." I guess so, that is if you are thrilled to spend more money for a DVD with very few, if any, extras for a better soundtrack and a video presentation that few will be able to enjoy this early in the game.*

DVD :: RETURN TO EVERGREEN TERRACE

Hi, I was just wondering if you knew when Fox plans to release the complete second season of The Simpsons. Is there any set pattern for releasing the discs (i.e. every six months)?

– Matt Ross

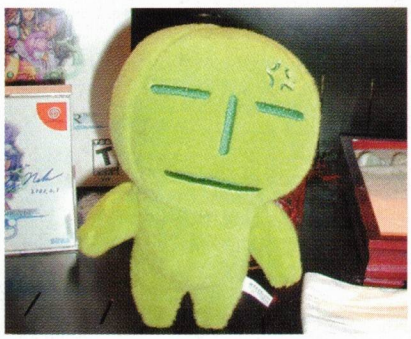
Steven responds: *Personally, I'm waiting for seasons five through eight. Those were the Golden Years. Still, as of this writing, Fox has set no definite release date for the second season. If you look at The X-Files release schedule (another high-profile Fox release), you'll see these come out every six months or so. Matt Groening reported to IGN at this year's Comic-Con that they had already recorded commentaries for season one of Futurama and that the first set of Futurama DVDs would come out in early 2002. Since the two shows have such a high audience crossover, my guess is that Fox will space out the DVD release of Futurama and The Simpsons so they don't overlap with each other in the market. There are rumors that Futurama will hit the street in mid-February, so you could very well expect The Simpsons Season Two in your Easter basket.*

DC :: DREAMCAST DREAMING

Hey Anthony, I had this dream that I was in the IGN office and I asked you why Sega sold so few maracas for Samba de Amigo and you said that it didn't matter because you knew of a website that had 30 sets in stock and they were only $40 each. Just thought I would share.

– Matt K.

Anthony responds: *You know, I had a similar dream... well sorta. I dreamed that I came into work at IGN one day and everyone was playing games on the Dreamcast, Tal was wearing a three-piece suit, Fran busted out some funky rhymes, Dave Z. was fondling Britney Spears on his couch, and the Reverend David Smith was prancing around the office tossing dandelions everywhere. Oh, and Yuji Naka was working next to me putting the finishing touches on NiGHTS for Dreamcast.*

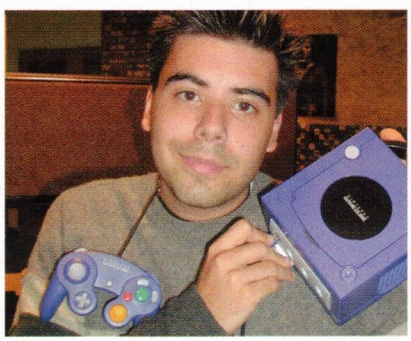


DC :: DO YOU DO VOODOO TOO?

Ooga Booga is by far the best online game I've ever played... and it's totally free. The only problem is, I only see ten people or so on the servers. I say, ditch PSO and join the new online bandwagon, Ooga Booga! I do have Phantasy Star Online V.2 on pre-order, but Ooga Booga is totally free online... and so much fun. Buy today, play tonight... and tomorrow... and next week...

– Clayton C.

Anthony responds: *Well, that's a pretty strong statement when you stated, "ditch PSO," considering that there are over 200,000 players online at any given time. But I'm glad there are people out there who are willing to go out on a limb to discover the fun of Ooga Booga, especially online. Dreamcast owners who haven't tried this game out, you don't need to... just get it!*



GCN :: LIGHTING THE EVIL

Does Resident Evil for Gamecube have pre-rendered backgrounds? If this is so, how do the lighting effects cast shadows that are displaced on the corners of walls?

– Blake L.

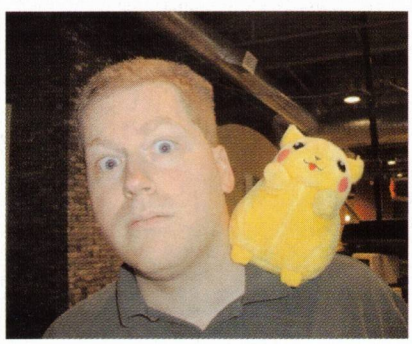
Fran responds: *The remake of Resident Evil for GameCube does indeed use pre-rendered backgrounds, but it's not the pre-rendered look you may be used to. Everything is displayed at full resolution and is of the highest quality. In addition to that the backgrounds are now animated – flames from the fireplace will lick the inside of the chimney and grass outside the mansion will sway in the wind. As you point out the lighting and shadowing is all real-time, but still casts on these pre-rendered walls. This is done using a 3D wireframe model of the walls that tells the lighting and shadowing where and how to fall. There's obviously a more detailed explanation than that, but we're not rocket scientists, you know.*

GCN :: CHEAP LOGIC

After reading about Star Wars Rogue Leader's support of Dolby Pro Logic II I have become eager to purchase a receiver that supports it. The cheapest I can find is around $250. Is there any more affordable way to enjoy the benefits of this new technology, or am I going to have to pay more than the GameCube itself costs just to hear all the sound it is capable of?

– Jonathan

Fran responds: *$250 is about as cheap as it's going to get for some time, I'm afraid. You're going to need a receiver that can send audio to all five of your speakers and subwoofer regardless, so there's no beating around that bush. All things considered $250 is a great deal. Remember that currently only Star Wars Rogue Leader: Rogue Squadron II supports Pro Logic II, so don't feel rushed to buy a new setup just for that. Though, if you can afford it, the benefits are many because Dolby Pro Logic II nicely enhances regular Dolby Surround (featured in Luigi's Mansion, Wave Race: Blue Storm, Extreme G 3, and more). So Pro Logic II is worthwhile regardless.*



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GBA :: GIMME AN "A"

Not even three months after purchasing my prized Game Boy Advance I have found that my A button isn't functioning properly. I generally play my only game, Rayman Advance but sometimes switch with a few of my friends'. I've noticed that my A button isn't responding when I press it. Which is annoying because it will work when I jump up but when I press again to do that helicoptery thingy, I'll miss my platform. Has anyone else had this problem? Is it just my gamepak or is it my GBA? It would be a pain to drive out of town to the repair shop. I'm hoping you can help out.

– Icecoldcola

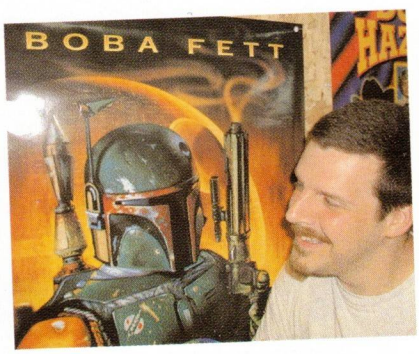
Craig responds: *Generally speaking, it's never the individual game's fault if a button doesn't seem to work. Of course, it doesn't hurt to try a different game to see if your A button is functioning. If it doesn't work in other games, you'll have to contact Nintendo's customer service to get your system repaired... the information is on the back of your system on the battery cover.*

GBA :: DUST GETS IN YOUR EYES

I have a Game Boy Advance, and I got what I think is dust under my screen. What should I do, and will this damage my Game Boy?

– *Fox*

Craig responds: *It's unfortunate when it happens, but dust can and will get into your Game Boy Advance system and land on top of the LCD screen. It's far from harmful to the system, but it can be harmful to your mentality, since there's really no way of getting at it short of disassembling the system. Nintendo sells replacement screen covers at its http://store.nintendo.com website for around four bucks. Since you have to pry off the old screen to put the new one on, you can use this opportunity to blow the dust off the LCD screen when the cover is removed... but make sure you use something like "Canned Air" that can be bought for cheap at any computer store.*



PC :: BAD PARENTS REALLY GOOD

This predicament of mine may seem a little strange to you guys, but you see my parents.... are a little strange. I'm 15 years of age and I cannot, and I emphasize cannot, buy Mature content videogames. Or buy movies rated R, or rent either! You see they are very strict. Sure I can download games like *Quake I* or *Final Doom*, but I sure as hell cannot buy games like *Unreal Tournament* or *Max Payne* (drool). What am I going to do? I've already tried hiding games, successfully too, but I can hardly play them because one of them is always home. This is really starting to piss me off! Kids that are like eight years old are much more privileged than I am! My own cousin, who is 14 years old, brags about playing very frequently *Soldier of Fortune*! That's like close to being one of the bloodiest games ever made! Any word of the wise you might be able to give me? F#$K F@#k F%$K!!!

– *Chris*

Steve responds: *Wow. Lots of pent-up rage there, Chris. I'm not sure that I'd want you to get your hands on some of these games. You're not supposed to be able to buy M-rated games or R-rated movies. I mean that's the whole point of having a ratings system, isn't it? Age ratings are a guide for parents to determine what you should and shouldn't see.*

You might feel like your parents are being unfair, but we have to respect them for monitoring what you're playing and setting some rules about what they think you ought to be exposed to. Sure, you don't agree with them, but they're the ones who are in charge so you have to live with it, at least for the next three years. And don't worry, we've already contacted your cousin's parents and made up all kinds of crap about how corrupt he is and how he thinks Vanilla Ice is still cool.

Suddenly I feel like my dad. Weird.

PC :: CHEATERS NEVER WIN

On the PC game Max Payne where do you go to use the developer command line? It said when you start the game, use the developer command line. Then during gameplay, press F12 to bring up the console. Once it's there, type the following commands to get their corresponding effects.

So were do you go to use the command line?

– *Barbara*

Steve responds: *I keep telling our lazy ass cheat editors about this, but they still seem to leave it out. In order to use the developer command line you've got to do a couple of things.*

First, create a shortcut to the game's executable file. You can do this by right-clicking on the desktop and selecting "new" and "shortcut." From there, just browse your hard drive for the game file. Once you've got a shortcut on the desktop right-click it and select "properties." The shortcut tab should include a field called "target." This should be a long file name surrounded by quotation marks. All you have to do is include a space and then -developer before the final quotation mark. That should set you up to use the rest of the cheats.

PS2 :: HAVING A BALL ONLINE

When are we going to start seeing online sports games on the next generation consoles? And I'm not talking about extreme sports stuff like Tony Hawk's Pro Skater 3.

– *Kid Kallowing*

Dave Z. responds: *Well, the Dreamcast has had online sports gaming since last fall, but I'll go ahead and assume that by "next generation" you mean PlayStation 2, Xbox, and GameCube. Sega has already said that it plans on having its 2K3 games online next year and we can probably expect EA Sports to begin getting into online gaming as well, beginning in the summer or fall of 2002.*

PS2 :: DRAGONBALL ZZZZZZZZZ

Hey! Why haven't you guys been reporting on the new Dragonball Z game for PS2? The Dragonball Z series is my favorite anime and I'd love to play a game based on it.

– *Anonymous*

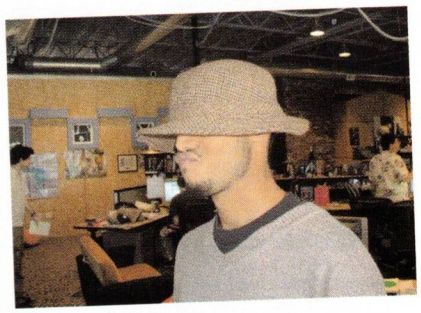
Dave Z. responds: *Dragonball Z sucks. David Smith and Douglass Perry would also like to add, "Dragonball Z sucks."*

XBOX :: PUMPED FOR XBOX

I'm 34, a teacher and coach, married, and man I am pumped about this Xbox release. I bought in on the Sega Dreamcast and loved it, wish it didn't have to go. I feel guilty being this age and feeling like a kid waiting to go to Disneyland on November the 15th. Am I alone or are there other gamers my age out there?

– *Coach*

Aaron responds: *There's no need to feel guilty or anything like that, Coach. We've got 34 year olds and married guys and men around IGN headquarters here that are giddy about the Xbox, they're just not all rolled into one person like you are. IGN Codes Master Chris Carle coaches a bantamweight non-alcoholic bowling team – not a very good one however because they're always carrying extra water weight from all of those big fluffy pretzels – and he's damn excited about the Xbox. Your Supreme Xbox Leader, Vincent Lopez, has taught everybody at IGN how to look innocent and naïve, even in the face of total chaos, and he is actually kind of excited about the Xbox launch on November 15. So you see, Coach, it takes all kinds of folks to properly hype up a system launch and you're more than welcome to join our family of over-aged, videogame-loving, social misfits in that process. Just realize that once you do, your students and players won't respect you anymore or believe anything you say.*



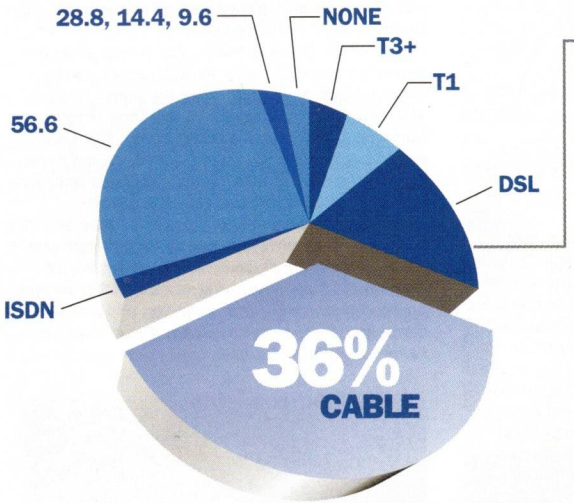
XBOX :: BUT IS IT FUN?

Has anyone noticed that a Macintosh computer can have half the MHz as a Pentium system yet still have about the same power? The GameCube architecture is similar to that of a G3 Mac, meaning that it is in the 700 to 800 MHz range in Pentium terms. This is why my college buddies use Macs in their CG courses and why my high school uses Macs in the art classes. I don't have a Mac but I use them in school. I have two PCs and just meant that comparing GC to Xbox is like apples to oranges, or a '67 Corvette (435hp) to a '97 Corvette (345hp). Sure, the '67 has more horsepower, but the '97 makes the quarter mile fastest. You can have all your theoretical numbers but in the end the GC is just as powerful with better first party games. The only Xbox games I want to play (read: not own) are Halo, DOA3 and Project Gotham. Stop bashing GC, 'cuz Xbox is not better.

– *Muchod*

Aaron responds: *Wow that's a lot of jibber-jabber to read through just to arrive at the point that you dig Halo, Dead or Alive 3 and Project Gotham racing. There are enthusiastic Xbox fans who don't even want to play that many games, they just want Halo. It's like your half-hearted love for three Xbox games can actually add up to more than a whole-hearted love affair with Halo. It's like comparing three apples to one giant sized Valencia orange. The apples have more seeds but the orange smells better. That's why Dan Adams' mom packs six apples in his lunch instead of 18 oranges. So really you can come up with all of the comparison theories you like, but in the end, you actually like Xbox way more than you're willing to admit. Stop loving one console because you feel you must choose a side.* ■

Since we update the IGN online sites every day with more entertainment and gaming info than you'll find in your public library's dusty old microfiche collection, it seems rather pointless to dedicate any of the pages of this mag to news that's just going to be outdated by the time you read it. So instead we decided to bring you a sampling of a few of the more informative polls (well, most of them anyway) that have appeared on the various IGN sites, as well as a smattering of timeless tidbits of gaming buzz. If you're the kind of person who likes to stay in the know, then swing by http://www.ign.com for your daily dose of all the latest from the world of videogames and entertainment.



What's your internet connection speed at home?

LIFE IN THE FAST LANE ::

In a recent poll on IGN.com, we asked our readers how fast they were accessing the Internet. 64.2% of you have some type of broadband connection at home, meaning you're already set to do some serious online gaming with your next-generation system. We're very sorry for the other 35.8% of you on your pitifully slow connections.

We also would like to thank the 434 people out there who are nice enough to check out IGN at school, work, or a friend's house since you have no Internet connection at home, but we also encourage you to get with the program, slackers! Oh, and those of you out there with T3 or T1 connections in your home are either lying or very, very, very, very spoiled!

nearly

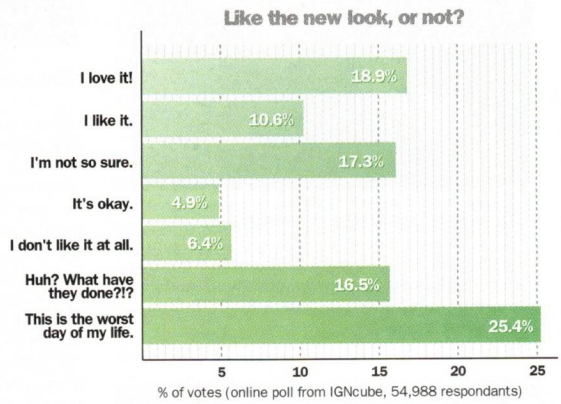
60%

of you thought Microsoft's Xbox was the most likely console candidate to rise up and destroy you

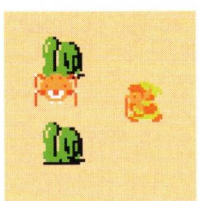
The sweet, innocent-looking GameCube came in last, because who would suspect a cute purple box of doing anything evil?

THE LEGEND OF CELDA? ::

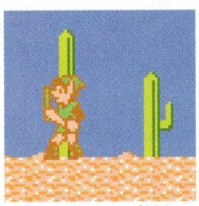
One of the most pivotal moments in Zelda history was the revolutionary change from 2D to 3D on the Nintendo 64. Moving onto GameCube, Nintendo wants to take that a step further. Initially Nintendo demonstrated an exquisitely detailed version of Zelda on GameCube, which captivated the press and fans alike with its realistic looks. In the middle of development Nintendo completely changed the face of the game with the help of advanced cel-shading, a technique used to give 3D worlds a cartoon appearance. The change left media and Zelda devotees torn, some despising the new look while others loved it. Currently, *Legend of Zelda* for GameCube is making excellent progress and series creator Shigeru Miyamoto promises it will see a late 2002 release.



% of votes (online poll from IGNcube, 54,988 respondants)



Legend of Zelda
(NES) July 1987



The Adventure of LInk
(NES) December 1988

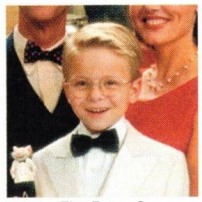
A Link to the Past
(SNES) November 1991

Ocarina of Time
(N64) November 1998

Majora's Mask
(N64) October 2000

Legend of Zelda
(GameCube Demo) Aug. 2000

Legend of Zelda
(GameCube) Aug. 2001



The Future?

:: TOP 10 GAMES OF ALL TIME FOR PLAYSTATION, PS ONE

Whether you're just now picking up a PlayStation for the first time or are looking for 32-bit PlayStation games to play on your backwardly compatible PlayStation 2, these are the best PSX games you'll find as decided upon by the editors of IGNPSX & IGNPS2.

1. **Metal Gear Solid**
   (Konami / Adventure)
2. **Castlevania: Symphony of the Night**
   (Konami / Adventure)
3. **Gran Turismo 2**
   (SCEA / Racing)
4. **Chrono Cross**
   (Square EA / RPG)
5. **Tony Hawk's Pro Skater 3**
   (Activision / Sports)
6. **Resident Evil 2**
   (Capcom / Adventure)
7. **Vagrant Story**
   (Square EA / RPG)
8. **Final Fantasy IX**
   (Square EA / RPG)
9. **Ape Escape**
   (SCEA / Platform)
10. **Street Fighter Alpha 3**
    (Capcom / Fighting)

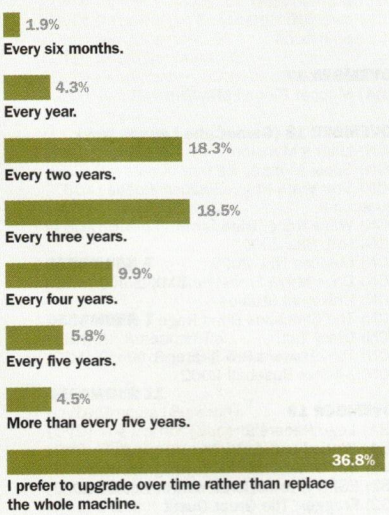
JAPANBOX ::

The Big M has already established a Japanese Xbox division to anchor their operations in that country in the same way Nintendo and Sony rely heavily on their American offices. They'll really be busy come February 22, 2002, the day Xbox is scheduled to launch in the Land of the Rising Sun. In addition to hot North American titles like *Halo* and *Amped*, they'll be in charge of bringing some homegrown titles to the masses of Japanese gamers as well. *Super Fighting Heroes* and *Maximum Chase* are two of the Microsoft Japan published titles that might actually make it to stores shelves in the US and Canada eventually, but neither has been promised or confirmed as of yet.

UPGRADE THIS! ::

Just so you PC folks don't feel left out, we asked you how often you overhauled your gaming rig. While just over 36% of you replace your entire machines every two or three years, about the same number of you upgrade over time, opening your system and replacing the older parts yourself. We applaud and commend you.

How often do you totally replace your PC?



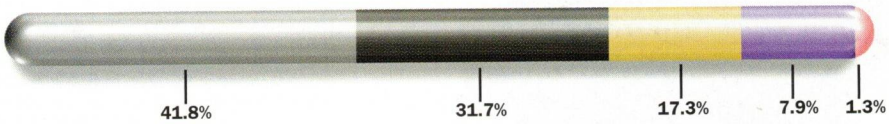
Dan likes dongles.

SHADES OF CUBE ::

When Nintendo first unveiled the GameCube hardware design at its Space World 2000 show it displayed the system in multiple colors, including purple, black, pink, gold, and silver, but stressed the colors were not finalized. Just over a year later, Nintendo of America has confirmed its launch plans and is offering two shades of GameCube to the American public: Indigo (purple) and Jet Black. The flagship color for GameCube is purple, but realizing that the Indigo hardware will appeal more to mothers and children, Nintendo decided it is prudent to also market the Jet Black GameCube, a color with mass appeal. Additionally, Nintendo is offering four differently colored controllers including Indigo, Indigo/Transparent, Jet Black, and Spice (bright orange). Unfortunately, it has no announced plans to release the silver GameCube, which has gotten a very positive response. However, the company does acknowledge silver's popularity and is likely to market the stylish metallic hardware at a later date.

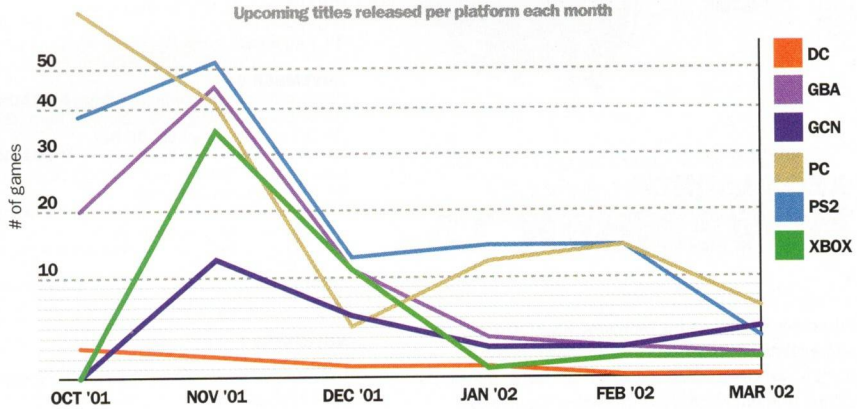
What color GameCube do you want to buy?

In a poll we conducted when Nintendo first announced its color lineup, our readers made it clear that silver is the most sought after color:



SOFTWARE SUPPORT ::

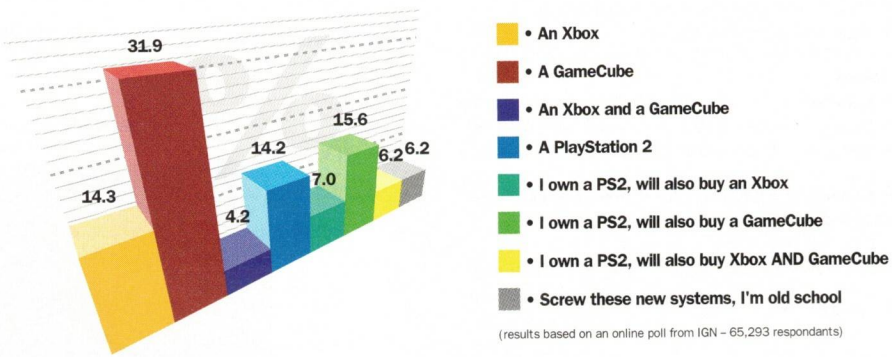
Upcoming titles released per platform each month



November is usually the best month for gamers as most game companies try to release their biggest games to benefit from the holiday buying rush. We have counted the total number of projected titles for the six months starting October 2001 and created this graph to let you compare software support across all the gaming platforms that still matter. Note that some games are likely to be delayed, while some unannounced titles may still be scheduled for release during these months.
(http://insider.ign.com/articles/306867p1.html)

CONSOLE ENVY ::

We asked our readers which one of the "Big Three" consoles they would buy this holiday season. More than 65,000 IGN readers responded to our poll. Nintendo's GameCube is in the lead, as over 20,000 readers said they would only be buying a GameCube. Microsoft's Xbox garnered 14.3% of the single-console supporters' vote, or just over 9,000 votes, but we have a feeling that number will rise after you see the Xbox in action.



(results based on an online poll from IGN – 65,293 respondants)

CALENDAR

Been waiting months for that special game, but don't know when it's going to be released? Well we've compiled this handy-dandy release list for every platform so no videogame (or DVD for that matter) could possibly escape you this holiday season! These release dates were as accurate as possible at the time of print, but since game release dates change on an almost daily basis, be sure to call your local software retailer or stop by http://www.ign.com for the latest release lists.

XBOX LAUNCH
NOVEMBER 15

All of it comes to an end on Thursday, November 15. All of the speculation, anxiety and butterflies – both Microsoft's and the gaming public's – should come to a screeching halt once the Xbox is available in stores. With plenty of adventure, racing, and sports games on the schedule, there will be something for everybody as far as software is concerned. Don't forget about the snazzy add-ons like the DVD Playback Kit and advanced audio/video adapters for fans of widescreen video and digital audio. Microsoft may be starting from scratch as a videogame company but they're bringing plenty of favors to the party.

Here's what IGN recommends you pick up while at CompUSA (yes, it's a shameless plug, but they will be one of the biggest Xbox retailers this holiday season):

IGN Editors' Choice Bundle

Hardware

- Xbox Console w/ One Controller $299.99
- Additional Controller $39.99

Games

- *Halo* $49.99
- *Dead or Alive 3* $49.99
- *Oddworld: Munch's Oddysee* $49.99

A six pack of a caffeine-infused energy drink of your choosing $5.00

A 2 lb. sack of Funyuns for snackin' $5.00

Total: $499.95

And the best part is, since the Xbox has a hard drive, you don't need to drop $30 on a memory card if you don't want to carry your saved games around with you.

NOVEMBER (specific date unknown)
(PC) Scooby Doo: Jinx at the Sphinx
(PC) Wizardry 8
(PC) MechWarrior 4: Black Knight
(PS2) Capcom vs. SNK 2
(PS2) FIFA Soccer 2002
(PS2) H2O Overdrive
(PS2) Hidden Invasion
(PS2) Mobile Suit Gundam: Zeonic Front
(PS2) The Simpsons Road Rage

NOVEMBER 2
(DVD) Shrek
(GBA) Dark Arena
(GBA) Nancy Drew Haunted Mansion

NOVEMBER 5
(GBA) E.T. Extra Terrestrial
(GBA) Tom & Jerry: The Magic Ring
(PC) Etherlords
(PC) Aquanox

NOVEMBER 6
(DVD) A Clockwork Orange: CE Box
(DVD) Doctor Zhivago: SE
(DVD) Full Metal Jacket" CE Box
(DVD) Gone With The Wind: CE
(DVD) Legally Blonde
(DVD) Luc Besson Six Pack
(DVD) The Sopranos: The Complete 2nd Season
(PC) Kohan: Ahriman's Gift
(PS2) Downforce
(PS2) NBA Live 2002
(PS2) NFL Blitz 2002
(PS2) Tarzan Untamed

NOVEMBER 7
(GBA) Spyro the Dragon: Season of Ice
(GBA) Razor Freestyle Scooter
(GBA) Evolution
(GBA) Jackie Chan Adventures
(GBA) Gradius Galaxies
(GBA) Jimmy Neutron
(GBA) Planet Monsters
(GBA) Kao the Kangaroo
(GBA) Super Bust-a-Move
(PC) S.W.I.N.E.
(PS2) Dark Summit

NOVEMBER 8
(GBA) Spongebob Squarepants

NOVEMBER 10
(GBA) No Rules: Get Phat
(PS2) Star Trek Elite Force
(PS2) Tsugunai

NOVEMBER 12
(GBA) Golden Sun
(PC) Star Wars: Galactic Battleground
(XBOX) NHL Hitz 2002

NOVEMBER 13
(DVD) America's Sweethearts
(DVD) Tom Raider: SE
(DVD) Osmosis Jones: SE
(DVD) Rebecca (Criterion Collection)
(DVD) The X-Files Season Four
(DVD) Willy Wonka: SE
(PC) Empire Earth
(PC) Ghost Recon
(PC) The Sims: Hot Date
(PC) Screamer 4x4
(PC) Star Trek Armada 2
(PC) Europa Universalis 2
(PC) Return to Castle Wolfenstein
(PS2) Adventure Pinball: Forgotten Island
(PS2) Burnout
(PS2) Deus Ex: The Conspiracy
(PS2) James Bond 007: Agent Under Fire
(PS2) Jeremy McGrath's Supercross World
(PS2) Metal Gear Solid 2: Sons of Liberty
(PS2) NCAA Final Four 2002
(PS2) NFL 2K2
(PS2) NFL GameDay 2002
(PS2) Shaun Palmer's Pro Snowboarder
(PS2) SSX Tricky
(PS2) Vampire Night
(XBOX) Arctic Thunder
(XBOX) Dave Mirra Freestyle BMX 2

NOVEMBER 14
(GBA) Mat Hoffman Pro BMX
(GBA) Casper

NOVEMBER 15 (Xbox Launch Day)
(GBA) Shaun Palmer Pro Snowboarding
(GBA) Harry Potter
(GBA) Road to Wrestlemania
(GBA) Hot Wheels Burnin' Rubber
(GBA) MotoGP
(PS2) Baldur's Gate Dark Alliance
(PS2) Dynasty Warriors 3
(PS2) ESPN NBA 2Night
(XBOX) Project Gotham Racing
(XBOX) Madden NFL 2002
(XBOX) The Simpsons Road Rage
(XBOX) Cel Damage
(XBOX) Air Force Delta Storm
(XBOX) TransWorld Surf
(XBOX) Halo
(XBOX) NASCAR Thunder 2002
(XBOX) NFL Fever 2002
(XBOX) Dead or Alive 3
(XBOX) Fuzion Frenzy
(XBOX) Star Wars Starfighter: Special Edition
(XBOX) Amped
(XBOX) Dark Summit
(XBOX) New Legends
(XBOX) Oddworld: Munch's Oddysee
(XBOX) Mad Dash
(XBOX) 4x4 Evo 2
(XBOX) Tony Hawk 2x
(XBOX) Shrek
(XBOX) NASCAR Heat 2002
(XBOX) NASCAR Thunder 2002
(XBOX) Test Drive Off-Road – Wide Open

NOVEMBER 16
(PC) Harry Potter
(PC) Breath of Fire
(PC) Powerpuff Girls
(PC) Aerial Aces

NOVEMBER 17
(GBA) Muppet Pinball Mayhem

NOVEMBER 18 (GameCube Launch Day)
(GCN) Luigi's Mansion
(GCN) Super Monkey Ball
(GCN) Star Wars Rogue Leader: Rogue Squadron II
(GCN) Wave Race: Blue Storm
(GCN) NHL Hitz 2002
(GCN) Madden NFL 2002
(GCN) Dave Mirra Freestyle BMX 2
(GCN) Universal Studios
(GCN) The Simpsons Road Rage
(GCN) Crazy Taxi
(GCN) Tony Hawk's Pro Skater 3
(GCN) All-Star Baseball 2002

NOVEMBER 19
(GBA) Lego Racers 2
(GBA) Wario Land 4
(PS2) ESPN National Hockey Night 2002
(PS2) ESPN International Winter Sports 2002
(PS2) Frogger: The Great Quest
(PS2) Legends of Wrestling

NOVEMBER 20
(DVD) Apocalypse Now: REDUX
(DVD) How The Grinch Stole Christmas (3 versions)
(DVD) Dirty Harry Box

(DVD) The Best of Friends #3
(DVD) The Best of Friends #4
(DVD) The Best of Friends #1-4
(DVD) The Matrix Revisited
(DVD) Planet of the Apes 2001: SE
(DVD) Planet of the Apes Television Series
(PC) Hooters: Road Trip
(PC) IL-2 Sturmovik
(PC) Moto Racer 3
(PS2) Frequency
(PS2) Pirates: Legend of the Black Cat

NOVEMBER 21
(GBA) Dave Mirra BMX 2
(GBA) Planet of the Apes
(GBA) Midway's Greatest Arcade Hits
(GBA) Rampage Puzzle Attack

NOVEMBER 23
(GBA) Frogger's Adventure
(GBA) Jurassic Park III Island Attack
(GBA) Bass Fishing 2k2

NOVEMBER 26
(PS2) Tetris Worlds

NOVEMBER 27
(DVD) Made: SE
(DVD) Pootie Tang
(DVD) Willow SE (THX)
(GCN) FIFA Soccer 2002
(PC) Evil Twin
(PS2) Evil Twin: Cyprien's Chronicles
(PS2) Police 911
(PS2) SOCOM: US Navy Seals
(XBOX) NFL 2K2

NOVEMBER 28
(GBA) Madden NFL 2002
(GBA) Cruis'n Velocity

DECEMBER (specific date unknown)
(GCN) Extreme G 3
(GCN) SSX Tricky
(GCN) NFL Quarterback Club 2002
(GCN) Galleon: Islands of Mystery
(PC) Arx Fatalis
(PC) Star Wars Starfighter
(PS2) Blood Omen 2
(PS2) Commandos 2
(PS2) Eve of Extinction
(PS2) NHL FaceOff 2002
(PS2) The Weakest Link
(PS2) Wave Rally
(XBOX) Star Wars: Obi-Wan
(XBOX) WWF Raw is War

DECEMBER 3
(GCN) Pikmin
(GCN) Super Smash Bros. Melee
(PC) EverQuest: Shadows of Luclin

DECEMBER 4
(DVD) Almost Famous: SE Director's Cut
(DVD) Dirty Rotten Scoundrels: SE
(DVD) Jerry Maguire: SE
(DVD) Ghosts of Mars: SE
(DVD) Pearl Harbor: 60th Anniversary Edition
(GBA) Jedi Power Battles
(PC) Grandia 2
(PC) Rayman M
(PS2) Grandia II
(PS2) Rayman Arena
(XBOX) NFL Blitz 2002
(XBOX) NBA Live 2002
(XBOX) Batman Vengeance

DECEMBER 5
(GBA) Columns Crown

DECEMBER 7
(GBA) An American Tail
(GBA) Flintstones: Big Trouble

DECEMBER 11
(DVD) Dracula (Superbit)
(DVD) The Patriot (Superbit)
(DVD) Gattaca (Superbit)
(DVD) Jurassic Park III: SE
(DVD) Jurassic Park Trilogy
(PS2) Conflict Zone
(PS2) Jade Cocoon 2
(PS2) Jak and Daxter: The Precursor Legacy
(PS2) Jonny Moseley Mad Trix
(PS2) NBA 2K2

DECEMBER 12
(XBOX) GUNVALKYRIE
(XBOX) NHL 2002
(XBOX) Azurik

DECEMBER 15
(GBA) Sonic the Hedgehog
(GBA) Army Men: Operation Annihilation
(PS2) Jimmy Neutron Boy Genius

DECEMBER 16
(GBA) Jonny Mosley Mad Trix
(GBA) SI for Kids: Basketball

DECEMBER 18
(DVD) Moulin Rouge: SE
(DVD) The Princess Diaries: SE
(DVD) Scary Movie 2: SE
(DVD) Series 7
(PC) Destroyer Command
(XBOX) SSX Tricky

DECEMBER 23
(GBA) The Land Before Time

JANUARY (specific date unknown)
(DC) NHL 2K2
(GCN) Virtua Striker 3
(PC) Warcraft III
(PS2) Final Fantasy X
(PS2) Hot Shots Golf 3
(PS2) NBA ShootOut 2002
(PS2) Salt Lake 2002
(PS2) Shifters
(PS2) Star Wars Racer Revenge: Racer II

JANUARY 2
(DVD) The Fast and the Furious: SE
(PC) Sid Meier's Sim Golf

JANUARY 4
(DVD) Mad Max: SE

JANUARY 9
(PC) Rogue Spear: Black Thorn

JANUARY 10
(XBOX) Blood Wake
(XBOX) Nightcaster

JANUARY 14
(GBA) Duke Nukem
(GCN) NBA Courtside 2002
(PS2) The Lost

JANUARY 15
(DVD) Buffy The Vampire Slayer: The Complete First Season
(DVD) Pearl Harbor (VISTA)
(DVD) Tron: 20th Anniversary Collection
(PC) Disciples 2
(PC) Mafia
(PS2) World of Outlaws: Sprint Car
(XBOX) TransWorld Snowboarding
(XBOX) NBA 2K2

JANUARY 16
(GBA) Pocky & Rocky
(PS2) Gitaroo Man

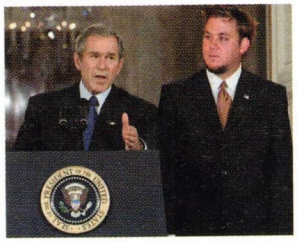
JANUARY 18
(GBA) Creatures

JANUARY 29
(PC) 1503 AD

JANUARY 30
(PC) Heroes of Might and Magic IV

JANUARY 31
(PC) Hidden and Dangerous II

Where in the world is Matt Casamassina?



Answer: He's in Los Angeles.

GAMECUBE LAUNCH NOVEMBER 18

Nintendo's next-generation videogame console has arrived at long last. The GameCube system comes complete with one controller and a power adapter. There will be approximately 15 games ready at launch on November 18 in the US – from *Luigi's Mansion* to *Star Wars Rogue Leader* – quite a selection indeed. Which ones will you buy? Decisions, decisions....

You shouldn't have to think so hard, we realize, which is why we've whipped together a breakdown of the essentials in an Editors' Choice Bundle below. Simply follow the instructions and your brain will thank you for it later – we assure you.

IGN Editors' Choice Bundle

Hardware
- GameCube Console w/ One Controller $199.99
- 2 Extra Controllers $69.98
- Memory Card 59 $14.99

Games
- *Star Wars Rogue Leader: Rogue Squadron 2* $49.95
- *Madden NFL 2002* $49.95
- *Wave Race: Blue Storm* $49.95
- *Luigi's Mansion* $49.95

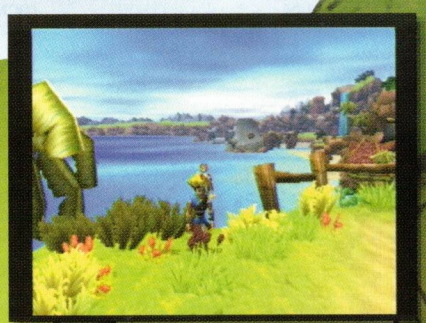
Total: $484.76

Since GameCube is 100 bucks cheaper than the Xbox, you've got enough money left over for a third controller, a fourth game, and a memory card (which is required for saving your game). Plus, you still have enough cash in your pocket to take a friend to the movies.

Naughty Dog ventures into new territory on PlayStation 2 with a huge, seamless adventure that's familiar and yet unlike anything before.

JAK AND DAXTER

the PRECURSOR LEGACY



Naughty Dog has been at work for nearly two years on its biggest project ever, an action-adventure game that borrows and improves on some of the best ideas from the classic arcade games in the 8-bit and 16-bit era. Those familiar with Naughty Dog's most successful series, *Crash Bandicoot*, will recognize reminiscent bits of *Crash* in *Jak and Daxter*, but within minutes of playing the game, they'll also realize that it's truly leaps and bounds beyond the team's former work.

Jak and Daxter invites players to begin an adventure with two entirely original characters: Jak, a quiet, youthful humanoid (he's got long arms and elfish ears), and his smart-aleck friend and sidekick, Daxter, around whom the game's troubles first develop. The story begins with Daxter who, while playing around a pool of Dark Eco, falls in. When he emerges, he's transformed into a little creature that resembles something between a ferret and a weasel.

Unable to transform back to his "regular" self, the duo seeks the help of Samos, the Green Sage. He sends them on a long journey through dozens of lush and organic areas to visit another knowledgeable Sage "far, *far*, to the north." On their journey they encounter dozens of villains, uncover an insidious plot, and slowly grow from unsure youths to knowledgeable, skilled heroes.

A common reaction is to compare *Jak and Daxter* to Nintendo's *Banjo-Kazooie*. While many people might connect these two pairs of characters, again, they're much different. Jak and Daxter function entirely different from Nintendo's duo. Gamers take control of Jak – and only Jak – while Daxter is a non-player character. Daxter's feature role in the game lies in his humor and wit. He constantly pipes in with obnoxious, wisecracking asides and is always there to volunteer Jak's services, but not necessarily his own. As you later learn, Daxter is a big talker, but he's a wimp, wussing out whenever possible.

Players have a wide variety of abilities with Jak. He's incredibly nimble and his response is remarkably tight and quick. What's more – he just *feels* right. What complements Jak's excellent control is the brilliantly smooth animation, which is so fluid it appears as if it were taken right out of a Disney film. Jak is versatile and can walk or run great distances. He's capable of altering his environment, too.

All the while this is happening, Daxter performs various humorous animations. For instance, when Jak swims, Daxter clings desperately to his head, and when he spins, Daxter grabs onto Jak's hair. The pair boasts a series of victory dances and poses after collecting a power cell, and after "dying," Daxter always has something "clever" to say. There's also an acrobatic standing animation definitely worth seeing.

The most interesting aspect of Jak and Daxter? It borrows heavily from great games of the past, such as *Donkey Kong Country*, *Mario*, and *Zelda* (and you'll also notice a little *Crash Bandicoot*, too), but manages to elicit an entirely different experience than any of those games. *Jak and Daxter* is an incredibly even blend of action, platform, and adventure.

(continued on page 18)

THE CAST

The PlayStation 2 may have lost a lot of character when previously PlayStation-exclusive franchises like Spyro and Crash went multi-platform, but Sony might have something better in store with Jak and Daxter. The characters in the game are arguably more endearing and likeable than any that we were ever introduced to in the PlayStation's signature platformers.

Thanks to the excellent character animation and top-notch voice acting, the game has the feel of a really good Saturday morning cartoon or even a Disney animated feature film.

And it all starts with the game's two main characters – Jak and Daxter.

Jak is an elfin young boy who is essentially the game's hero. He's the character that the player controls throughout the game and he rarely says a word. Jak is also Daxter's best friend and the reason he goes on this adventure is to help out his buddy.

Daxter is Jak's humanoid friend who gets turned into this creature that looks like a cross between a weasel and an otter (dubbed an oxel by Naughty Dog's Jason Rubin) after falling into a pit of Dark Eco. He spends most of the game hanging onto Jak's shoulder and will make up for Jak's silence by chiming in with lots of wisecracks and one-liners. Daxter is the essential sidekick and never fails to provide comedic relief.

ABILITIES

Jak can perform about 14 different kinds of useful motions. Jak can walk, run, and jump just like any good platform character. He also can perform a double jump, a double jump combo spin, a vertical-jump attack, an uppercut, a lunge-punch, and a Crash-inspired spin attack. He's also capable of rolling, crawling, hanging on ledges, swimming, and diving. Lastly, Jak performs acrobatic moves, including swinging from bars.

For instance, you can use a Flut-Flut (see "Going Mobile" section below) to carefully hop across platforms. For example, at one point in the game Jak enlists the creature's help to bridge a huge set of canyons, using careful timing of his jumps on the moving, circling platforms. Naughty Dog's game also owes a lot to Mario with its sharp, quick character control and inspired mini-games. And from *Legend of Zelda* the game borrows large environments, physical puzzles, and multiple objectives, some of which might require returning to an already-visited area. But again, don't be fooled into thinking the whole experience is derivative. Naughty Dog, like Shakespeare, borrows smartly from its predecessors, reshaping and re-making elements to fit its world. Jak and Daxter is a rich, compelling experience. With its huge, organic never-has-to-be loaded-more than-once landscapes, players should find *Jak and Daxter* fun, deep, and incredibly rewarding.

Lurkers

These guys are the big purple-ish creatures that are stirring up all sorts of trouble throughout Jak and Daxter's world. Many of the game's tasks will center on trying to stop certain Lurkers from mining Dark Eco for use in their evil plans.

Samos

Samos is one of the four Sages in Jak and Daxter's world. More specifically, he is the Green Sage and his main purpose in the game seems to be to help lead Jak and Daxter through their quest. He's knowledgeable about all Eco, but his specialty is the green kind.

GOING MOBILE

While Jak does have a bevy of moves in his arsenal to help him get around, there will be times in his adventure where he must depend on other means and modes of transportation. Here's a sample of the three main ways that Jak can get mobile without having to use his own two feet:

Aero-Grav Zoomer
Also referred to as the A-Grav Zoomer or just simply the Zoomer, this vehicle works like a hovercraft and allows Jak and Daxter to get around on surfaces that they can't just walk on – such as molten lava or water. It feels a lot like the jet ski in *Crash Bandicoot: Warped* and sounds like a souped-up lawnmower.

Flut-Flut
This is a bird-like creature that Jak can ride. It looks similar to the Chocobos in Square's Final Fantasy series. It doesn't fly, but can jump much higher and further than Jak, so it's used in places where there are areas that must be reached that he can't get to by normal means. Beyond just jumping, the Flut Flut can glide and attack with its beak.

Warp Gates
The quickest way to get around Jak and Daxter's world is to use the Warp Gates. There are five total gates: They're located at Geyser Rock and in or near the huts of the four Sages. The problem here is that you can only use the Warp Gates if they're on, and it's up to Jak and Daxter to activate them.

In addition to the Zoomer, Flut-Flut, and Warp Gates, Jak and Daxter will also be able to travel from one area to another through the use of transportation devices like a boat, a snow lift, and a large elevator. However, these are completely area-specific and the travel is shown through an automatic in-game cut-scene.

SUPPORT CAST

Of course, you can't really have a completely enjoyable story if only the main characters are appealing. Having a strong supporting cast is important for feature films and it's also true for story-based games. And in Jak and Daxter, we're presented with a very impressive group of supporting characters that are often even more appealing than the heroes.

Keira

Keira is the daughter of Samos and is a very precocious young lady. She knows a great deal about the world they live in and is a master mechanic. She's also very cute and appears to have some sort of a crush on the game's hero, Jak.

Gol

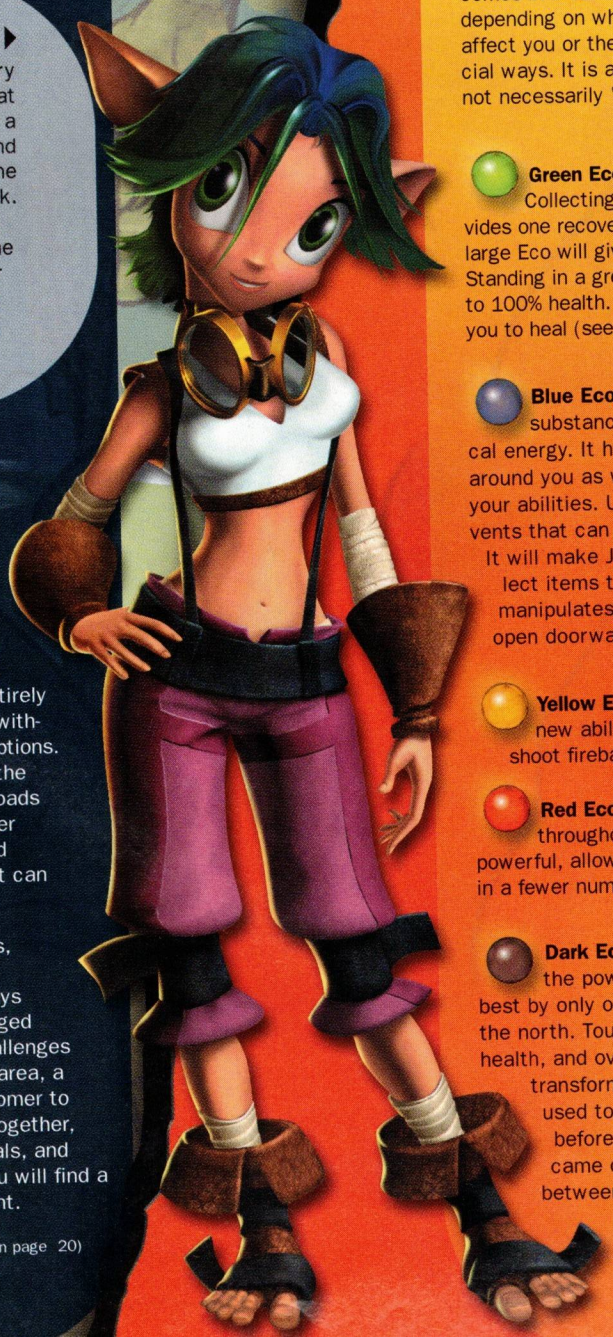
Gol is a Sage who knows everything about the Dark Eco. Samos suggests to Jak and Daxter that they search for Gol because if anyone in the world knows how to change Daxter back into his original form, it would be him.

AREAS

For a PlayStation 2 game, *Jak and Daxter* offers something that was once quite unique: a geographical world in which anything you can see, you can go to. For years now, Naughty Dog's Jason Rubin has yearned to create an entirely fluid and unbroken gaming experience – without load times and other annoying interruptions. Just like on the archaic cartridges from the classic Nintendo years, Jak and Daxter loads once to get into the world, and then never loads again. Because of PS2's power and Naughty Dog's programming expertise, it can finally be done.

Organized into locales, rather than levels, *Jak and Daxter* features tons of little villages, fortresses, and cities, passageways and canyons, some of which are full-fledged destinations, while others offer brief challenges or mini-games. Fire Canyon is one such area, a narrow passage requiring the A-Grav Zoomer to cross it. Players encounter 16 areas altogether, each with its own set of characters, goals, and visual distinctions. On the next page you will find a few distinct locales to illustrate the point.

(continued on page 20)



JAK AND DAXTER the PRECURSOR LEGAC

ECO

What is Eco?
Eco is a powerful magical substance that can be found and collected throughout each world. It comes in a variety of colors and sizes, and depending on which color is collected, it will affect you or the environment around you in special ways. It is a bit of a mysterious substance, not necessarily "good" or "bad."

Green Eco helps recover energy. Collecting 50 units of the small Eco provides one recover point, while collecting one large Eco will give you one recover point. Standing in a green eco vent will bring you back to 100% health. Green Eco vents will also allow you to heal (see dark plants in Precursor Basin).

Blue Eco is a very powerful, magical substance that resembles pure electrical energy. It has an effect on the environment around you as well as the ability to expand your abilities. Use Blue Eco to open the closed vents that can be seen throughout each world. It will make Jak faster and allow him to collect items that he comes close to. It also manipulates broken Precursor artifacts and open doorways.

Yellow Eco, while hard to find, gives Jak new abilities and powers. With it, Jak can shoot fireballs.

Red Eco is found in various places throughout the game. It makes Jak more powerful, allowing him to kill stronger enemies in a fewer number of hits.

Dark Eco: Mysterious and dangerous, the powers of the Dark Eco are known best by only one Sage, who lives far, far to the north. Touching Dark Eco depletes health, and overexposure to it can cause full transformation. For instance, Daxter used to be a humanoid just like Jak, before he fell into the Dark Eco and came out looking like a cross between a weasel and an otter (commonly known as an "Oxel").

AREAS

Misty Island

The far off island where Daxter first falls into the Dark Eco, Misty Island is a fog-filled, water-locked isle littered with giant enemies, intriguing physical puzzles, and obstacles. The fog, of course, is there for a purpose, creating a nice atmospheric effect. Players can also get a good look at Sentinel Beach and the Sandover Village, which underscores the massiveness of the continuous world.

Lost Precursor City

After visiting Rock Village, Jak and Daxter have access to several areas, one of which is an underwater world set in connecting globes, tubes, and enclosures. Lost Precursor City is located deep beneath the ocean's surface, and getting there is half the fun. Filled with weird blue creatures and electrically charged pools, this area is strange and wonderful, and offers the mysterious feeling of being in the lost city of Atlantis.

Boggy Swamp

Knee-deep in moss and still water, Jak's experience in Boggy Swamp is um...wet and wild. Dark Eco is everywhere, frogs lunge at you with their long tongues, rats attack in great numbers, and a large quantity of Blue and Yellow Eco can be found. Players get their first chance to cast fireballs, too. The coolest thing here are the huge blue-powered jump pads that launch your duo hundreds of feet into the air, just as if you were in an airplane or a roller coaster. From that height, you can see everything in the region.

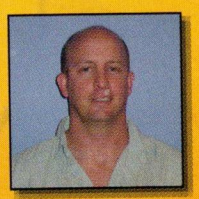
Snowy Mountain

Built in the high mountains far from Sandover Beach, the first area of the game, Snowy Mountain is a mixture of craggy ledges, small meadows, and crudely built fortresses. It's snowing all the time, and the snow and ice affect various surfaces. Light blue surfaces enable Jak to skate along them but are difficult to stop and turn on, while bridges are very slippery. Players actually see Jak waist high in snow, too.

JAK AND DAXTER the PRECURSOR LEGACY™

EDITOR'S THOUGHTS

Doug Perry



Feeling: Usually, I hate collecting stuff. But Jak and Daxter engrossed me to such an extent that I forgot I was collecting anything, I was just playing.

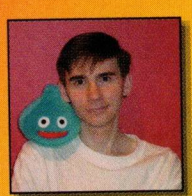
Technical (Graphics): The vibrant textures and quirky course design are visually enhanced by beautiful, fluid character animation and organic, moving backgrounds.

David Zdyrko

Feeling: Through the borrowing of elements from many different games, including its own Crash Bandicoot series, Naughty Dog has managed to craft a new experience that feels completely fresh, intriguing and highly enjoyable. I'm blown away by how much I love this game.

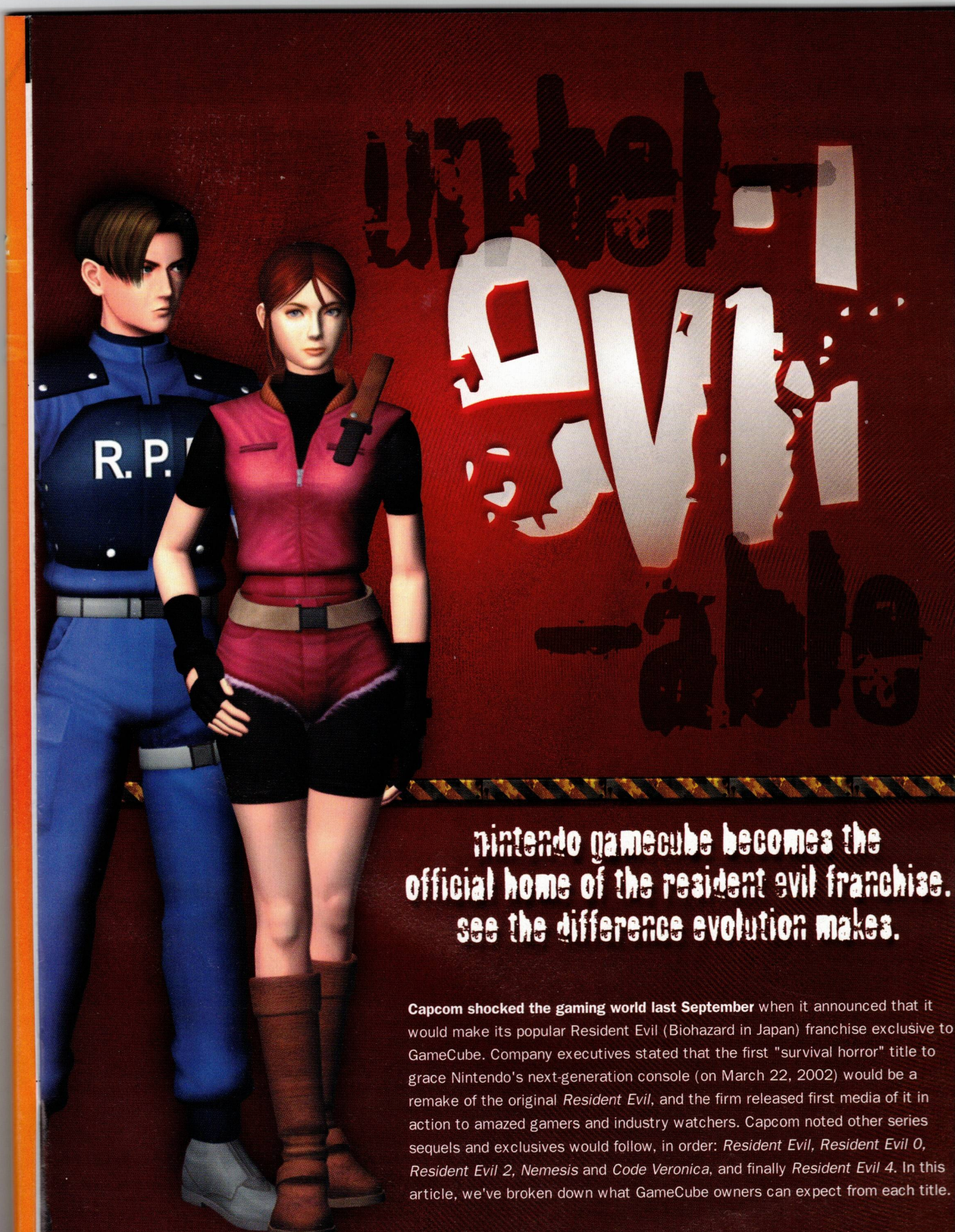
Technical (Control): It has that special Mario 64 feeling. Moving around a character in a 3D world has never felt this good. The quirky course designs are visually enhanced by beautiful, fluid character animation and organic, moving backgrounds.

David Smith



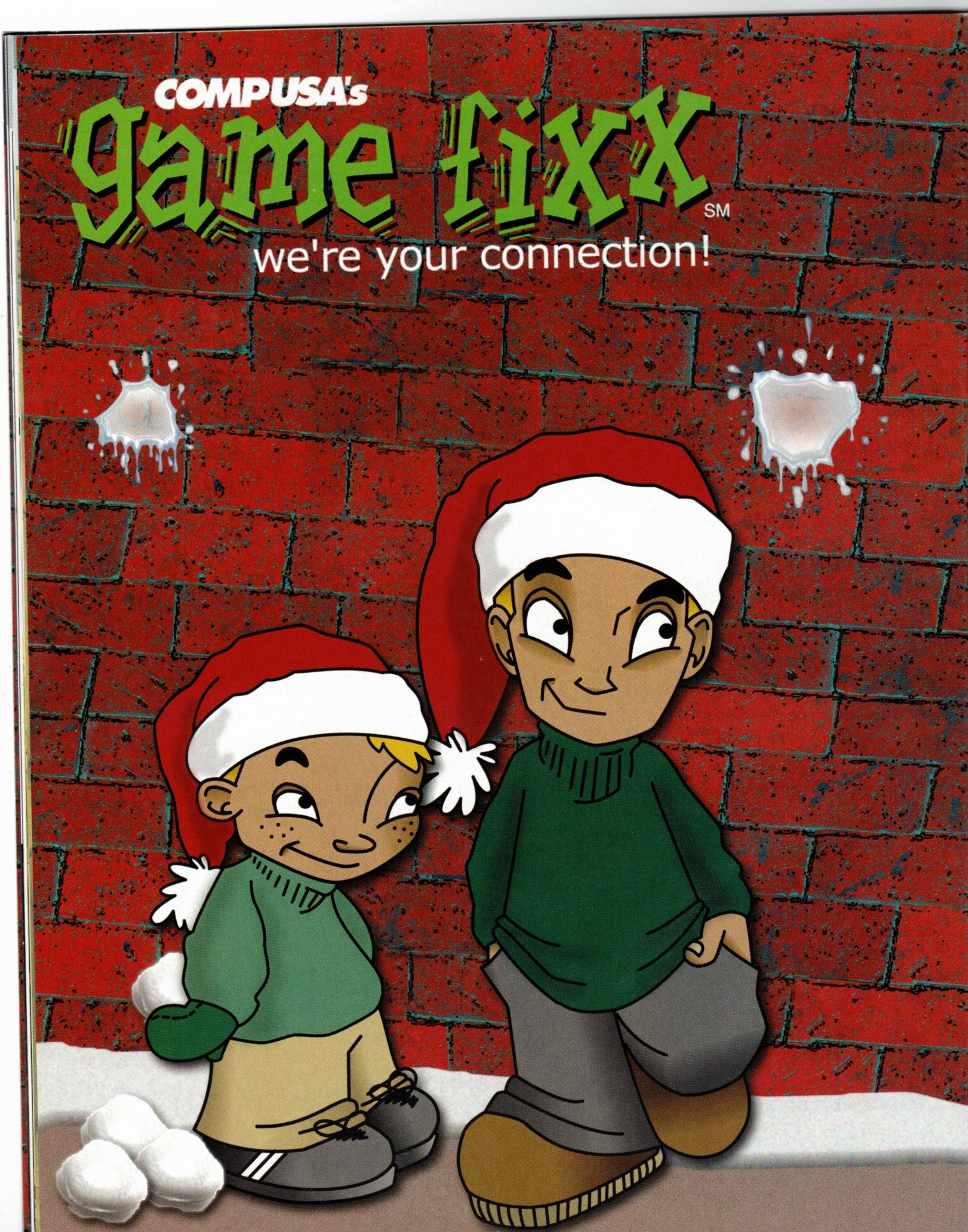
Feeling: The sense of space and freedom of movement is something else – you can see the entire world stretching out to the horizon, and whatever places you see, you can visit. Well, providing the giant sharks don't get in the way...

Technical (World Design): This is a very impressive feat of memory management and data streaming. Jak and Daxter manages to hold huge amounts of level data in the PS2's purportedly limited memory (m'ha ha), and new areas appear without a single blip.



nintendo gamecube becomes the official home of the resident evil franchise. see the difference evolution makes.

Capcom shocked the gaming world last September when it announced that it would make its popular Resident Evil (Biohazard in Japan) franchise exclusive to GameCube. Company executives stated that the first "survival horror" title to grace Nintendo's next-generation console (on March 22, 2002) would be a remake of the original *Resident Evil*, and the firm released first media of it in action to amazed gamers and industry watchers. Capcom noted other series sequels and exclusives would follow, in order: *Resident Evil, Resident Evil 0, Resident Evil 2, Nemesis* and *Code Veronica*, and finally *Resident Evil 4*. In this article, we've broken down what GameCube owners can expect from each title.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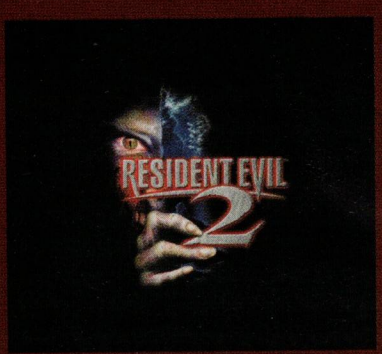
resident evil

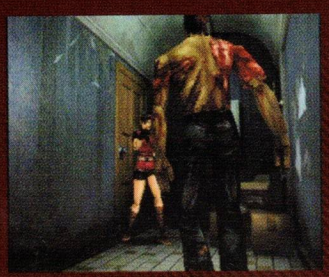
Release Date in Japan: March 22, 2002

Series creator Shinji Mikami has returned after more than five years away from *Resident Evil* to take helm of this ambitious GameCube remake. The title once again features S.T.A.R.S. team members Chris Redfield and Jill Valentine as playable characters on a quest to make it through a dark, zombie-filled mansion alive. However, story elements have been altered slightly, control tweaked and the technology upped considerably so that environments and the ghouls that frequent them look much more realistic than ever before. The action is still pre-rendered, according to Capcom, but now the backgrounds are also animated. Early screenshots of the game show ultra-detailed zombies, unbelievably crisp texture work, and hallways that project real-time shadows from lightning outside. Any way you slice it, though, *Resident Evil* is already shaping up to be one of the most beautiful games for Nintendo's next-generation console.

resident evil 2

***Resident Evil 2* was released for PlayStation** three years ago and is still considered the best entry into the franchise by many. The game details the exploits of Claire Redfield (sister to Chris of the first game) and rookie cop Leon Kennedy in the corrupted Raccoon City. Unlike the first "survival horror" offering, the setting won't be limited to a monster-filled mansion, but rather open to the entirety of Raccoon City, including back alleyways and even a dark, seemingly abandoned police station. Similarly, the zombies themselves are more varied, from standard undead to police ghouls and even genetic mutations such as giant alligators. The GameCube version of the title is expected to be a marginally enhanced port, but it will not feature the graphic overhaul that the original is getting, according to franchise creator Shinji Mikami. Look for this one late 2002.





The screenshot featured was taken from the PlayStation version of the game.

resident evil 0

A screenshot from the N64 version of Resident Evil 0.

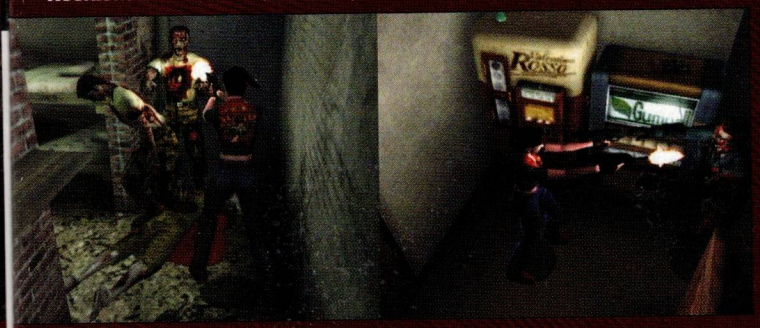
This Resident Evil "prequel" began its existence as an N64 action-adventure and was moved to GameCube last year. The story follows *Resident Evil* side-character Rebecca Chambers and a mysterious character named "Billy" as they fight the undead aboard a moving train. The interesting twist is that unlike any other game of the franchise, players will simultaneously be able to control both characters, using the strengths of each one in specific situations. *Resident Evil 0* promises to reveal the beginnings of the zombies and how they came to infest the town of Raccoon City. "It will probably have a 'taste' close to [Resident Evil 1]," said Capcom director Yoshiki Okamoto. "It won't be a degeneration though, but a new idea on top of it." While *Resident Evil 0* was originally scheduled to be the first of the series to hit Nintendo's next-generation console, it will follow Mikami's remake. Reports out of Japan indicate that development on RE0 was scrapped and reworked completely after the design team saw the outstanding look of *Resident Evil* for GameCube. It's highly possibly that a similar style will befall the prequel upon its release in mid-2002.

resident evil 3: nemesis

A screenshot from the PlayStation version of the game.

Though it's called *Resident Evil '3'*, the storyline for this zombie-filled adventure actually takes place between the original and *Resident Evil 2*. The title once again highlights the struggles of original heroine Jill Valentine, still determined to uncover the mystery of Raccoon City and the corrupt Umbrella corporation behind the madness. Jill is accompanied this time around by a renegade named Carlos Oliviera, who is also a playable character. What separates Nemesis from its predecessors is that in addition to regular old zombie battle players must also deal with a super-intelligent genetic mutation – a beast called Nemesis. The graphics looked great in dusty PlayStation form, and the GCN version is almost certainly to feature new filtering and polish for a mildly improved appearance. It is, however, like *Resident Evil 2*, a direct port so don't expect any significant changes gameplay wise. Capcom has not set a release date for Nemesis GameCube yet, but it's likely to arrive at the end of 2002 or early 2003.

Resident Evil Code: Veronica X (PS2 Version)

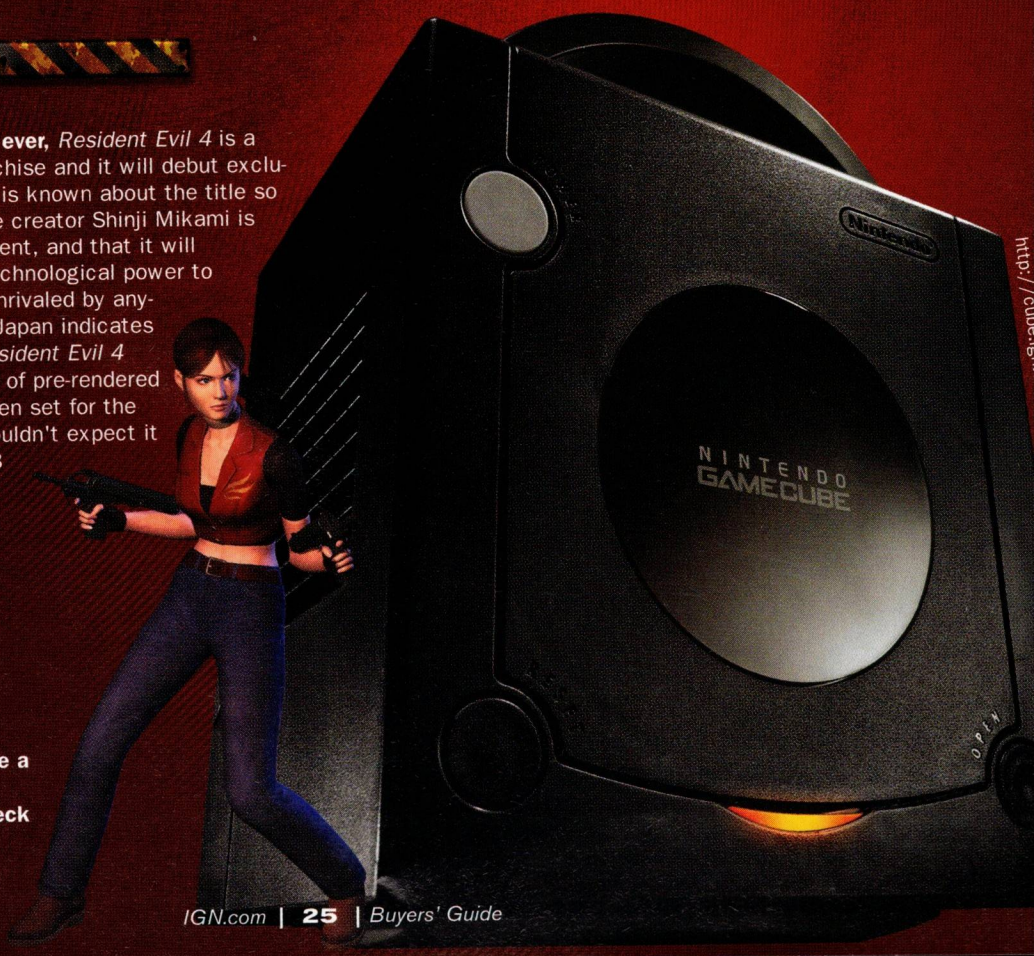


resident evil code: veronica x

Released originally as a Dreamcast title, *Code Veronica* is different from all preceding Resident Evil games in that it runs in real-time polygonal 3D without pre-rendered backdrops. This allows for a dynamic camera system, among other additions, that sweeps and pans around environments for extra mood. The title takes place immediately after *Nemesis* and features *Resident Evil 2* star Claire Redfield on a quest to find her long-lost brother. The search leads her to a seemingly uninhabited island, except it's filled with genetically enhanced zombies and an Umbrella plot. The game was released for PlayStation 2 in 2001 as *Code Veronica X*, a port with small enhancements including extended CGI cut-scenes not featured in the previous game. The GameCube version is a take on *Code Veronica X* with improved graphics and sound, but will remain otherwise unchanged.

resident evil 4

One of the most sought after sequels ever, *Resident Evil 4* is a brand new entry into the spooky franchise and it will debut exclusively on GameCube. Next to nothing is known about the title so far, but it is understood that franchise creator Shinji Mikami is very much involved with its development, and that it will almost certainly push GameCube's technological power to the limits for an eerie realistic look unrivaled by anything that's come before. Word from Japan indicates that, like *Code Veronica* before it, *Resident Evil 4* will run in real-time 3D without worry of pre-rendered backgrounds. No release date has been set for the anticipated follow-up, but gamers shouldn't expect it until late 2002 or perhaps even 2003 at the earliest.



It's clear that Resident Evil fans have a lot to look forward to and that GameCube is the place to do it. Check out http://cube.ign.com for more news, screenshots and even movies of the Resident Evil games coming soon to a GameCube near you.

It's easy how soon we forget that this was the same company that clumsily handed over B.O.B., the inane personal computing pal, to an unimpressed public. Microsoft may have the products that you want, but they were never the products you talked about. You may type out your proposals and term papers on Word, but any romantic interests between you and the streamlined text editor were kept behind firmly closed doors. Not only was Microsoft unhip, at times they were reviled. They were the enemy, plain and simple.

Back in January of 2000, when the initial rumors of Microsoft's secret game console reached the press, gamers didn't know what to think. Never mind the fact that an American company was once again attempting to steal thunder from the Japanese juggernauts, what about

cool is a four letter word... - so is xbox

Microsoft as a gaming company? It's been a long road...

Next-Generation magazine breaks story that Microsoft may be working on a console system entitled the "X-Box" **:September 3, 1999**

Bill Gates announces "X-Box" system at Game Developer's Conference in San Jose, California **:March 9, 2000**

Name X-Box changes to Xbox **:March 10, 2000**

***Dead or Alive 2** (to become **Dead or Alive 3**) rumored to come to Xbox. Oddworld Inhabitants mention interest in moving **Munch's Oddysee** over to new system* **:March 11, 2000**

*Bungie, developer of **Halo**, is bought out by Microsoft and moved to Seattle* **:June 16, 2000**

The first batch of Software Development Kits (SDKs) reach developers **:June 17, 2000**

Microsoft announces 155 developers working on Xbox projects **:September 19, 2000**

The final four games in the Oddworld series announced to be Xbox exclusive **:October 23, 2000**

Microsoft announces European delay for the Xbox to better prepare for US and Japan launches **:December 22, 2**

Sega goes third party and ties with Microsoft for specific games are announced **:February 2, 2**

*Microsoft announces Japanese Xbox controller and **Dead or Alive 3** at Tokyo Game Show* **:March 29, 2**

Microsoft announces Japanese Xbox launch delayed until February 22, 2002 **:August 24, 2**

American launch pushed back from November 8th to November 15th :**September 20, 2001**

the fact that it was going to come from a company that thought a talking paper clip was a soothing solution to the blue screen of death? It was unthinkable. It was laughable. Still, the rumors persisted over the next few months, until finally it was announced that Bill Gates himself would speak at the Game Developer's Conference in San Jose, California that March.

The conference is normally a small, casual affair, and the press immediately smelled an announcement coming on the heels of his arrival. They were right. Bill Gates finally unveiled what was to be known then as the dash-endowed "X-Box," at that time literally a giant chrome X with a green globe in the center, and a single cord coming from the back connecting to a Sidewinder controller. The technology demonstration, everything from a swarm of butterflies forming an X in the air to a huge room full of bouncing ping pong balls careening off of mouse traps, impressed casual viewers and tech-heads alike, but didn't prove that games were on the way. The public was left to cradle a small list of high-profile developers like EA and Konami that had pledged initial support. It was enough to convince American gamers that maybe Microsoft could pull it off, especially if deals were already being made with some of Japan's largest game publishers, but it certainly didn't feel real.

Then, the silence. The horrible, painful silence. We all waited for word, for the bomb to drop, but there was nothing else to say, at least in Microsoft's eyes. The announcement had been made, and it was up to the press to bite our nails until E3 2000, when we expected the doors to blast open on the system. Year and a half to go or not, we wanted our games, and we wanted them now. What we got, however, were neat sound demos, a real-time representation of the raven and robot demo at first shown at GDC, and some happy speak from Microsoft about how your world would "really, truly, we're not kidding this time" change once you finally saw some of the games in the works. Not that they were going to show them at that point, mind you. At least the giant X on the Microsoft show floor drew in the kids excited to see the tech demos of the Xbox in action. There were a few rumors out of the show however, one from Tecmo that pointed to *Dead or Alive 2* as a special edition for Xbox, and another that had Oddworld Inhabitants more than a little annoyed at the PS2 in terms of development, and with an open ear towards a certain green box.

The Shopping Spree

E3 was not the time to drop the bomb it seemed – that would be over a month later, when the first major acquisition was delivered on a platter to the public. Microsoft had purchased Bungie, outright. Just like that. The team was moving to Seattle, and while *Halo* hadn't been announced as an Xbox exclusive at that time, it was certainly implied from Bungie's interest in working on the Xbox architecture. Microsoft had been promoting its system as a system built by and for developers, and bringing in a developer with one of the highest profile games in years certainly helped prove that the company was putting its money where its marketing was. It was smooth, and genius – if you can't beat them, buy them. Sony had done the same with Naughty Dog, and Microsoft was following suit.

It was right about this time that the 'Xbox as a console PC' debate once again heated up, due to the summer fad where a PC developer would shout "hey, our PC game is, uh... definitely coming to the Xbox as well!" at random moments. It's hard to make your console sound legitimate and perfectly pointed when you've got developers from all over the world unofficially announcing PC-type titles from their backlog for the Xbox. Nothing had been approved, but it sounded good, anyway. Many of these games have never surfaced since, though a few PC-type games, *Morrowind* being the most impressive, look to make the successful leap from the PC to the Xbox in the next six months.

The summer also marked the first time that the console world went completely wacko. *Crash Bandicoot* on Xbox? *Metal Gear Solid X*? Of course, what was unheard of a year ago is now commonplace, as nearly every major franchise has either gone console-global, or has shifted consoles altogether. After a hot summer of console leaping, the beginning of the school season also marked Microsoft's announcement of 155 developers, all in support of the system. Most of the companies were unknowns, but some of the home run hitters were there, except for a mysteriously absent EA. Don't

2000

January 5, 2001: Bill Gates shows the final Xbox console system and controller at a CES keynote address

2001

March 13, 2001: Microsoft shows off its first party selection at its yearly Gamestock press event

2001

May 13, 2001: Microsoft shows off third and first party titles at E3 2001

2001

worry, laughed J. Allard, Xbox bigwig. They just wanted to save that for their own announcement. Big sighs as Xbox fans cradle their PlayStation copies of *Madden* with a tear of relief. A month later, and another bombshell – *Munch's Oddysee*, the high profile game from Oddworld Inhabitants, was going to be Xbox exclusive. After months of silence, there were finally some reasons to stand beside the newest system on the block.

Hardware and the Rock

This is where things begin to get a little freaky. GameCube had been announced, and the Xbox was merrily (and silently) working behind the curtain while PS2 took the spotlight. What started as a disaster became the largest console launch in history, and Sony took back the throne that it had confidently sent to get polished for its return. A few huge titles, some general franchise announcements, and an invisible console system did not a PS2 killer make. With 2001, Microsoft finally decided it was time to start the competition, and began with the biggest of all the brutes. At the 2001 Consumer Electronics Show, the Rock himself announced *WWF Raw is War* for the Xbox, and helped unveil the look of the controller to the public to a crowd that couldn't decide what to drool over – their mighty hero, or their new obsession.

From that point on it was as if the train had suddenly left the station, with new announcements trickling out every month, slowly building momentum. Sega goes third party (new games for the Xbox), Matrix games announced (exclusive lead time for Xbox version), and most importantly, *Dead or Alive 3* (more kicking for everyone). It was slick, it was beautiful, and the entire sexy thing was exclusive to the Xbox. The first Japanese coup had begun, and once again detractors began to quiet as people began to wonder 'are they actually pulling this all off? Is this really going to happen?' Somehow girls in leather kicking each other out of buildings finally made it all seem so ... real.

Still, there were the skeptics. E3, said the followers, just wait for E3. Finally Halo, *Munch, NFL Fever*, and possibly even a glimpse at Dead or Alive 3 were seen, to give those other fanboys something to chew on. If Xbox supporters didn't walk in with a swagger, they at least held their heads high. Unfortunately, one look at the selection of somewhat choppy, limited games on display impressed no one. While screens and text in print and on the web had been promoting the Xbox prowess, it was hard to tell from playing a pretty but somewhat stiff Halo, or checking out a slow-paced, all-too-subtle level of *Munch*. Other games suffered from framerate problems – not as bad as Sony's dismal showing in 2000, but without the past history to pad the fall. The base games were there, the moments of brilliance were visible, but the overall package was hard to cheer for when Luigi and pals were exhibiting picture-perfect performances in nearby booths. Worst of all, the guaranteed showstopper was a complete no-show. Tecmo displayed Hitomi and her tail-kicking friends on monitors, but nowhere was *DoA 3* to be seen on the show floor.

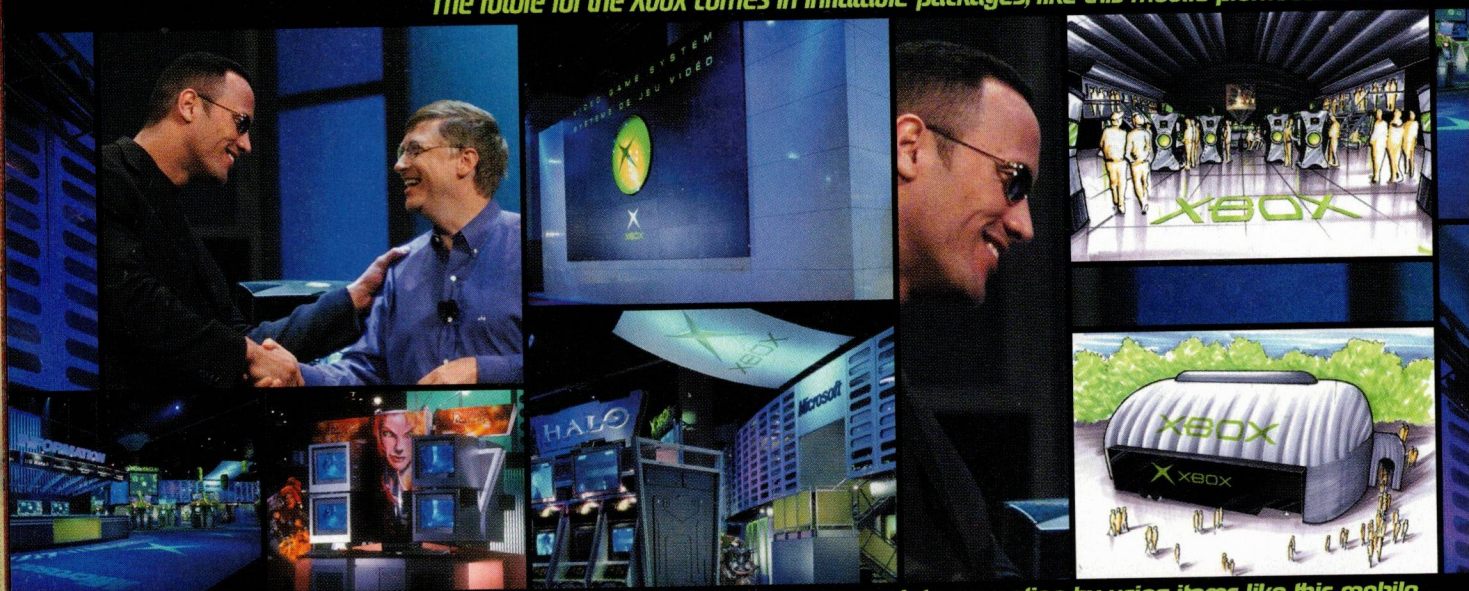
As quickly as E3 ended, Microsoft realized its mistakes, and once again rolled with the punches. *Dead or Alive 3* was finally debuted to the gasps of all press involved – finally, proof that it existed, and that it really did look that good. Games are now being displayed in force by Microsoft, and the recent shipment of debugs to the press has brought with it the third party titles from major publishers. Only a few months after the E3 showing, and public opinion of the Xbox has taken a sharp, positive turn thanks to the fact that they've been showing off the titles that had the public intrigued in the first place. The most recent *Halo* visit in our offices had two die-hard Nintendo fans pre-ordering their Xbox bundles the very next day, and games in general are looking more than great – they're looking legendary.

It's still anyone's guess as to whether all this hard work means that Microsoft will still take a back seat to Nintendo and Sony's established kingdoms, but it's certainly looking more like an equal fight, especially considering the smirks amongst the gaming elite that were seen during the first few months of the announcement. The company's in the accelerated class, picking up from watching the moves of the other giants, learning from the stumbles of Sega, analyzing Nintendo's market, and enviously gazing at Sony's ultimate cool. Microsoft has made some fumbles, but they've always laughed at their mistakes, and quickly learned and corrected from them. Most importantly, they've got games. Lots and lots of fantastic games, for launch and beyond. They've learned one successful skill, something they've kept to over the last few months, and the key to what will make them the coolest, and perhaps most successful gaming company of the future.

Shut up and let the games do the talking.

– Vincent Lopez

The future for the Xbox comes in inflatable packages, like this mobile promotional unit ▼



Microsoft will continue with their "hands on" approach to promotion by using items like this mobile promotional unit that allow gamers to get their hands on the products, in a cool atmosphere. ▲

http://ps2.ign.com/news/38831.html

PC FEATURE

CHEAP-ASS GAMES

for cheap-ass gamers

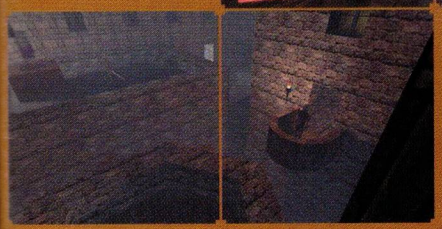
IT WON'T TAKE 50 DOLLARS TO MAKE YOU HOLLER.

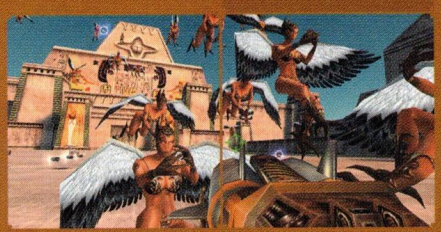
While it may seem like a distasteful idea to some gamers out there, taking a headlong dive into the often-shunned bargain bin can actually prove to be quite a fruitful endeavor – especially if those doing the diving either have limited amounts of money or have craptastic computers that seem only slightly faster than a watch calculator. But just because you don't have a lot of money to put into your PC or your PC games, that doesn't mean you can't get some banging games for a cheap price. There are plenty of games out there that carry a low price – and maybe even lower system requirements – that will still bring you plenty of gaming love and excellence.

One of the biggest challenges is finding the really good deals out there. Well we've solved that problem for you by giving you our hot picks for under $20. Every game in this article is a certified winner, guaranteed to please you or that special someone that you're shopping for this holiday season without burning a hole in your pocket.

One thing you should remember when shopping for these titles is, even though they're bargain games, they might not always be in the bargain bin. Those games sequestered to that sad little pile are usually the budget titles that were always and will always be budget titles. While some of these may be halfway decent, they were never intended for gaming greatness. You may want to give the bin a once over (although you should avoid anything with the words "Extreme" or "Army Men" in the title), but you should spend most of your time taking a look though the regular shelves of PC games that you'll find at various stores like CompUSA. This is where most of the quality titles will stay, even when they drop in price. It should also be noted that the prices quoted in this article are subject to change, but if you look around, you should be able to find all of these games for under $20.

We'll start with one of the most popular genres in PC gaming, since the release of *Wolfenstein 3D* way back in 1992 – the first-person shooter. The one thing about titles in this genre in particular is that you should really check the specs before you buy. You may not have the power to run some of them even though they're in your price range. You can break these games





from top: *Quake III: Arena is still considered one of the best multiplayer shooters ever made.* ***Thief 2*** **requires a lot more thought and stealth than most shooters.** *Owing allegiance to the classic DOOM, Croteam's Serious Sam packs in plenty of bang for your buck.*

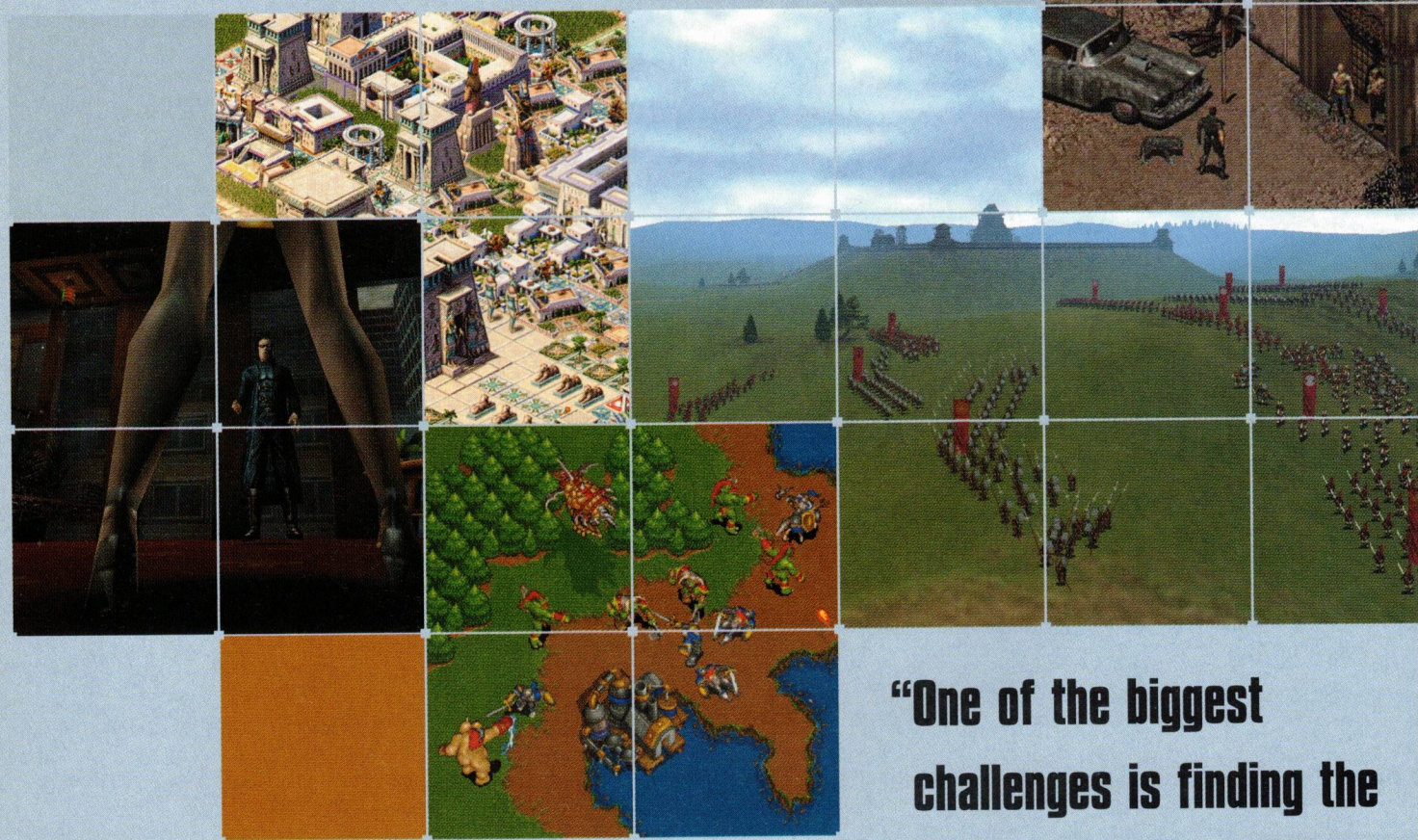
down into a couple of types: the twitch shooter and the thinking man shooters. *Serious Sam* ($19.99) and *Quake III* ($19.99) are perfect examples of twitch shooters, and both are incredibly fun games with some of the best graphics around. They both offer non-stop action, but *Quake III* is mainly a multiplayer game, so stick to *Serious Sam* if you're looking for a fulfilling single player experience as well, or at least a single player experience where monsters fly at you constantly giving you little time to think, let alone react.

The thinking gamer's shooter is a whole different ball of wax. Games that actually require planning and stealth often don't appeal to the twitch crowd, but they are some of the most creative games around. *Deus Ex* ($19.99), our pick for PC Game of 2000, is one of the most complete shooters to date with an incredible story, bits of fast action, and the option to play the game virtually any way you want, whether that be stealthy slinker or viciously straight-forward. If you're looking for a serious sneak shooter, jump into the middle ages and into the shoes of nefarious, heroic anti-hero with *Thief II* ($14.99). This still stands as one was one of the best and most atmospheric FPSs ever, but be forewarned, you'll definitely have to use that dusty thing in your skull to beat this one.

Strategy titles are next on the list. These come in a variety of sub genres. The first and most popular are the real time strategy (RTS) titles, which challenge gamers to develop tactics and manage units quickly. *Shogun: Total War* ($19.99) was one of the most impressive strategy titles to be released in 2000, and an incredible addiction for all of us here in the office. If you've ever wanted to control hundreds of units in an organized campaign to take control of Japan, this is your opportunity for greatness. If you're looking for a great value, *WarCraft II: Battle.net Edition* ($11.99) is something that you can really sink your sharp orc teeth into. The set includes both *WarCraft II: Tides of Darkness* and the expansion, *WarCraft II: Beyond the Dark Portal*.

Economic strategy games are for those that are less than warlike. Luckily there are some absolutely fantastic games out there that are a lot of fun as well as incredibly deep. Both *Pharaoh* ($19.99) and *Zeus: Master of Olympus* ($19.99) from Impressions are fantastic city building and economic games with very small emphasis on combat and are especially fun for those with a thing for classical history. *Roller Coaster Tycoon* ($19.99) is another great choice. It's been on the best seller list since its release in 1999, and it's still a favorite around here. There's just something about building a theme park and the coasters inside of it that appeals to the kid in all of us. Don't be fooled though, this is a deep game with a lot of options. *Railroad Tycoon II Platinum* ($19.99) is the latest incarnation of one of the best economic strategy games ever created. Those aspiring railroad barons now have somewhere to test their skills.

Role-playing games have been and always will be something that will appeal to gamers. They allow the



clockwise from top: *Fallout is definitely an RPG for those of you in need of radiation therapy.* ***Shogun's* vast landscapes and enormous armies make you feel like you're commanding real forces in feudal Japan.** *Warcraft may not look as pretty as modern RTS games, but it's still one of the best.* **Like *Thief, Deus Ex* is a thinking-person's shooter.** *Recreate ancient Egypt with Impressions' Pharaoh.*

"One of the biggest challenges is finding the really good deals out there."

clockwise from left: *If Egypt's not your thing, Impressions' Zeus will let you rebuild ancient Greece.* **Fly high in the skies over Korea in *MiG Alley.*** *Roller Coaster Tycoon lets you build your own theme park without having to worry about cleaning up the vomit.* ***Railroad Tycoon* is a perfect choice for any aspiring business barons out there.** *If you've ever wanted to travel to a different dimension, then Planescape: Torment may be the RPG for you.* **Strap yourself to a 1250cc crotch rocket for under $20 with *Superbike 2001*.**

"Economic strategy games are for those that are less than warlike, but still competitive."

perfect chance to adopt a different persona and live out fantasies that would otherwise be unattainable. If you're looking for a little post-apocalyptic action, look no further than Interplay's *Fallout/Fallout 2 Dual Jewel* ($9.99), two of our all-time favorite RPGs in one box. Also from Interplay comes a fantasy RPG that takes place on different planes of existence inhabited by demons and the dead. *Planescape: Torment* ($9.99) is still one of the best RPGs ever released, and will most likely retain that recognition for a long, long time.

If you're looking for a game that gets you behind the controls of a machine, we've got a variety for you as well. *Airfix Dogfighter* ($9.99) is a little known title that puts you at the controls of a number of remote-controlled aircraft dogfighting in the kitchen, bedroom, and basement. Even though it isn't the deepest game ever created, it's just plane fun! Get it? Plane fun?!? Okay ... anyway, if you're looking for something a little more serious, give *MiG Alley* ($9.99) a look. It's a whole lot of combat flight sim for such a little price. Lastly, we drop from the skies onto the raceways with *Superbike 2001* ($19.99). In this incredibly beautiful and accurate motorcycle sim, you can modify the game enough so that it can be played like an arcade style racer, or tweak up the difficulty to make it more realistic.

We know that's a lot to take in, but there are a couple more big bundles that we consider the best buys of the year in terms of gaming power for your hard-earned dollars:

Strategy Game Room – $10.99
Civilization II, MechCommander Gold, and *Worms: Armegeddon* all in the same box for just over $10 – now this is a little bit of heaven. We'd recommend spending that much, or even more, on *Civilization II* alone. It is and will remain as one of the best strategy games ever created, combining diplomacy, economics, military strategy, and exploration into a masterpiece that will take up residency in the gaming hall of fame. *MechCommander Gold* isn't the most perfect game around, but it's still fun, and who can really argue with commanding a squad of heavily armed Battle Mechs? *Worms: Armageddon* is no slouch, either. If you've ever dreamed of commanding an army of gun-toting annelids, then this is the game for you. This is one of the silliest titles we've ever played, but also one of the most incredible in terms of its scope and playability, and you just may begin to think of your worms as slimey little heavily-armed chess pieces.

Totally Unreal – $19.99
If you're an FPS fan, this may just be the big winner of the bunch. This package comes with copies of the original *Unreal* and the mission pack *Return to Na Pali*, as well as *Unreal Tournament Game of the Year Edition.* This is the value of the year, folks. There are still a whole lot of people playing *Unreal Tournament* online, so you shouldn't have any problems hooking up a game after you've beaten the hell out of the *Unreal* single player games. While the engine is getting a bit aged at this point, gameplay is still tight. If you're a fan of some fast fragging fun, you won't be disappointed by this purchase.

Wrap It Up, I'll Take It
These are just a few of the gems that you can find if you look hard enough. After you've played all of these games (that should only take a couple of years) you can always check out http://www.gonegold.com where you'll find store-specific deals of the week showcasing sales and specials. Happy hunting! ■

- Dan Adams, IGNPC

Welcome to IGN's 2001 BUYERS' GUIDE

With three major console companies battling it out with PC game makers for market share this holiday season, you can be sure that there will be a huge supply of excellent games for all the systems. It's not the first time in videogame history that three major players are simultaneously vying for your cash – but it certainly is a first that two consoles launched within a week of each other. On November 15, Microsoft entered the home console market with the Xbox and proved once and for all that it's not just about business software. Even the most die-hard Sony and Nintendo fans can't deny that the Xbox is a 3D powerhouse with plenty of support and some really cool features. If you think having a hard drive in your console doesn't make much of a difference, wait until you play your first game of *Tony Hawk* with your very own custom soundtrack. It often takes a newcomer to bring some fresh ideas to an established industry.

Not to be outdone by the rookie, the oldest of the three videogame makers has unleashed its third standalone home console, the Nintendo GameCube. Eager not to repeat the mistakes it made with the N64, Nintendo teamed up with all-new partners like IBM, Panasonic, and ATI to create its most balanced platform yet. GameCube arrived with a much more flexible storage medium and the most diverse launch lineup in Nintendo history. Add to that Nintendo's extensive selection of famous franchises and characters as well as the promise of Game Boy Advance connectivity, and it's hard to see how GameCube could fail.

Last but not least, Sony's PlayStation 2 continues to conquer the world, unfazed by the new (and old) competition. With excellent sequels to PS one hits as well as a slew of new original titles, PS2 is on its way to topple the NES as the most popular gaming machine in the world. Don't let the fact that the console is a year older than the Xbox and GameCube fool you. PS2 still packs plenty of power and is likely to dominate the market for a long time to come.

One thing is for certain, there's never been a more exciting time for gamers.

WHICH PLATFORM SHOULD I BUY?

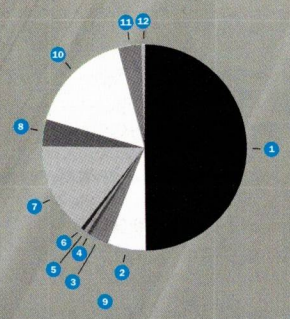
Deciding on the right gaming platform isn't easy. Should you go for the PS2 so that you can trade games with your best friend? Should you buy an Xbox? A GameCube? Or perhaps a Game Boy Advance or a new PC system? It all boils down to your personal preferences. Do you want your game system to double as a DVD player, or is it all about the games? What are your favorite game genres or franchises?

Luckily, there is no wrong choice this time around. Unlike with previous consoles like the Saturn or 3DO, you won't have to worry that support will suddenly dry up and you'll end up with an oversized doorstop. PC gaming is as popular as ever, Nintendo and Sony are certainly not going anywhere, and Microsoft has committed more money to the marketing of its Xbox console than any other company in this industry has before. If you're all about RPG games, you certainly don't want to buy a GameCube at this point. But if you're looking to relive the glory of SNES classics like Mario, Zelda and Metroid, then it's your platform of choice.

It's with these questions in mind that we have assembled this Holiday Buyers' Guide. Over the next couple of pages, IGN's team of seasoned editors breaks down the different hardware options for you and supplies lists of the hottest titles this holiday season and beyond.

The following sections are pretty self-explanatory, but keep in mind that directly comparing system specs can be misleading. A gaming machine's overall performance is determined not only by its raw clock speed, but by the overall balance of the architecture, the bells and whistles, and last but certainly not least, the quality of the software. So check out the best each platform has to offer – and let us help you decide which gaming system is right for you.

GENRE CHART



Do you have a preferred gaming genre? We have put together these helpful little charts based on each platform's current (and future) game lineup. Naturally, a lot can change over the next few months when new titles are announced, but you can already see key differences between the systems in terms of genre distribution. Note that PC and PS2 have much larger game libraries than the other platforms. So even though 18% of PS2's games are sports titles, four times as many sports games are available for the system than for GameCube, for example.

CONSOLE SUPPORT

To find out exactly how many games are coming out in the near future for the different gaming consoles, we called up all the major publishing houses and bugged them for some numbers. While a couple of companies were unwilling to divulge the info and gave us low estimates of their works in progress, this chart should give you an idea of which platforms what companies are focusing on. Activision fans, for example, can rest assured that each platform gets its share of Tony Hawk and Spider-Man games, while friends of Eidos' games might want to stick with PS2 for now. Some companies, for one reason or the other, were not able to announce their support for one of the platforms as of yet – so a cryptic "TBA" is all you're getting in that case. Note also that these numbers do not include titles already on the market.

PUBLISHER NUMBERS

GAME COMPANY	GCN	XBOX	PS2	DC	GBA
3DO	2	0	16	0	13
Acclaim	12	5	9	0	3
Activision	24	31	34	0	34
Agetec	1	TBA	2	0	TBA
Atlus	0	0	2	0	0
BAM	1	2	2	0	9
Bethesda Softworks	0	1	1	0	0
Capcom	8	3	5	0	6
Codemasters	0	4	3	0	1
Conspiracy	3	3	3	0	11
Crave Entertainment	3	4	5	0	3
Eidos	TBA	11	25	0	TBA
Electronic Arts	10	10	8	0	1
Fox Interactive	2	2	2	0	2
Infogrames	TBA	20	20	0	4
Kemco	2	0	0	0	6
Koei	2	2	4	0	4
Konami	TBA	10	12	0	10

GAME COMPANY	GCN	XBOX	PS2	DC	GBA
Lego Media	0	1	1	1	TBA
LucasArts	2	2	1	0	0
Majesco	2	2	5	0	10
Microsoft	0	14	0	0	0
Midway	13	14	15	0	6
Namco	5	4	6	0	1
Natsume	2	1	2	0	4
NewKidCo	3	3	3	0	6
Nintendo	27	0	0	0	18
Rockstar	TBA	2	6	0	0
Sega	8	9	9	5	3
Sony	0	0	25	0	0
Square	TBA	TBA	2	0	TBA
TDK	0	1	2	0	2
Tecmo	1	2	2	0	1
Ubi Soft	19	17	22	1	17
Universal Interactive	1	2	4	0	6
Working Designs	0	0	1	0	0

(GCN: GameCube, PS2: PlayStation 2, DC: Dreamcast, GBA: Game Boy Advance)

If you're curious what other games these companies have worked on in the past (or are working on for the future), then it's time to pay a visit to our quasi-secret publisher archives. Just point your browser at http://games.ign.com/publishers/pub_a.html and continue on from there... Or, if you're looking for developers, go to http://games.ign.com/developers/dev_a.html.

XBOX HARDWARE

Buy this system if... you want options for your varied tastes, and you want it delivered with the most hardware power seen in a console system to date. What's great about the Xbox so far is that nearly all interests are covered – games for younger players, fighting games, racing simulations, adventure platformers and even a party game are ready for you at launch. Most importantly, if you're interested in online play and online communities, then the Xbox provides you with the most exciting options of all. The Xbox is truly what next-generation means.

SPECS

CPU: Intel Processor

- 733MHz
- Internal Cache: 16KB Instruction Cache (2-way), 8KB Data Cache (2-way)
- External Bus: 3.2 GB/sec
- Memory: 64MB shared RAM

Graphics Processor: NVIDIA X-Chip

- Clock Frequency: 250 MHz
- Embedded Memory: 64MB shared RAM
- Maximum Resolution: 1920 x 1080
- HDTV Support: Yes
- Simultaneous Textures: 4
- Compressed Texture: 6:1
- Rendering Functions: Texture Mapping, Bump Mapping, Fogging, Alpha Blending, Bi- and Tri-Linear Filtering, MIP Mapping, Full Scene Anti-aliasing, Multi-pass Rendering, Vertex Shading, Compressed Textures.

Audio Processor

- Audio Channels: 256
- 3D Audio: 64 3D Channels
- Sampling Frequency: 48 KHz
- MIDI SLS2 Support: Yes
- AC3 Encoded Game Audio: Yes
- Dolby 5.1 Support: Yes
- DTS DVD Playback Support: Yes

Main Memory

- 64MB shared RAM

Disc Drive

- 2-5x DVD-ROM (Dual Layer)
- Storage Capacity: 4.7GB
- DVD movie playback: Yes
- CD music playback: Yes

Hard Drive

- 10GB hard disk

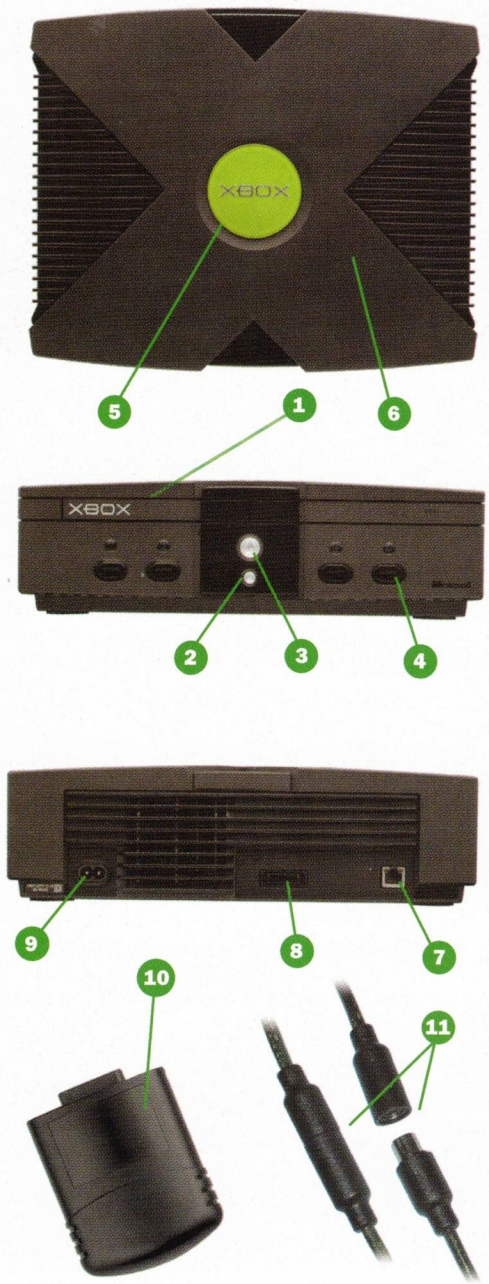
Miscellaneous

- 4 Controller Ports
- 2 Memory Card Slots Per Controller
- Broadband enabled
- Analog AV Output: Composite, S-Video, Component (some outputs sold as add-on)
- 8MB Memory Card (add-on)
- DVD Playback Kit for DVD playback on Xbox (add-on)

Weight and Dimensions

- Weight: 8 lbs., 10.3 oz.
- System Dimensions: 4" (H) x 12" (W) x 8" (D)

Price: $299.99



1 Disc Tray
Place the DVD or CD of your choice in this automatic tray.

2 On/Off Button
Small button allows you to start/stop system. With game disc in tray, it auto loads game. Without disc, you can access the settings and music utilities.

3 Eject button
Large circular button to open tray.

4 Four Controller ports
Input slots for controller devices.

5 Jewel
Xbox "jewel" for product branding (no, it doesn't light up).

6 "X" Shape
Design element.

7 Broadband Connection
Ethernet ready port for use with your existing broadband connection.

8 Multi-AV Connector
Universal AV connection to back of system allows different add-on connector setups such as HDTV, S-Video, standard AV, and RCA, while only taking up one small connection slot on the system.

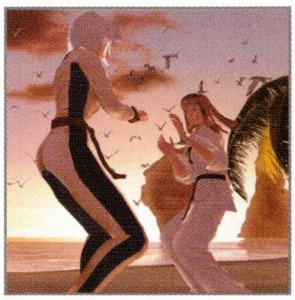
9 AC In
The slot for connecting the power cable.

10 Memory Unit
this 8MB memory card provides you with the mobility to move your saves to another Xbox system. While the Xbox hard drive can save any game, you'll have to use a memory card if you want to transport your saves. Note: The memory card cannot hold customized music that has been saved to the hard drive.

11 "Trip-Proof" Dongle
The Xbox controller comes equipped with 9.5 feet of cord, as well as a safety dongle that allows the cord to "unlock" from the connector to avoid accidents. As one developer told us, "That dongle has saved our company thousands of dollars in near disasters."

THE CONTROLLER

The Xbox controller is one of the largest and heaviest controllers to date which, depending on your hand size and your gaming philosophy, is either a good or a bad thing. The analog triggers feel fantastic, and the analog sticks are really responsive. However, because of the cramped space, button placement definitely takes some getting used to. Rumble is strong and powerful, and games are already taking full advantage of its capabilities. As for the cord, it's a whopping 9.5 feet long, so you'll have no problem sitting back comfortably on your couch, even if the console is across the living room.



Dead or Alive 3

DVD remote

Unreal Championship

XBOX OUTLOOK

The state of the Xbox, from now until the first few months after launch, is so bright it hurts. There's no doubt that the system is launching with some truly killer apps, but that's just the beginning. From the start, Microsoft has promoted the Xbox as an online system, and at this point we're only seeing the tip of the iceberg when it comes to the experiences you'll have in the next six months, or the next few years for that matter.

While the Xbox can play DVDs, to play movies on your system you'll have to purchase the DVD Playback Kit, which consists of an IR port that fits into one of the controller ports, and a DVD remote. This was one way to ensure that Xbox costs were kept down as far as possible. Having the Xbox come with DVD features out of the box meant having to pay the license on every console, but now you're doing it yourself with one little purchase.

From the start, Microsoft has promoted the Xbox as an online system. While you'll be enjoying some prime first and third party titles for the first few months, you'll have to wait a few months until you're able to play a game like *Unreal Championship* online. The game changes the *Unreal* formula to make it more console friendly, and for the first time that doesn't in any way mean uglier or easier. When *Tony Hawk 3* makes an appearance on the Xbox next year, it will have full online support without you having to purchase a hard drive or hook up any extra hardware. With built-in broadband support, you'll be able to play a smoother, faster online game that can finally push the hardware to its limits, instead of having to meet the lowest system requirements like on the PC.

Those are just the obvious uses. When *DoA 3* is released in Japan, Tecmo promises some additional unreleased surprises for the Japanese version that won't be available in the US version we'll be playing in November. Unlike the past however, you won't have to pay for the import version. The creator of the game has already mentioned in an interview that he'll be using the broadband connection to ensure that American gamers will also have an opportunity to enjoy the same additional features – downloads anyone?

Microsoft is enforcing a strict "no patch" policy for games, so don't fret that you'll have to download stuff to fix your buggy game. What you can look forward to, however, are new skins, levels, characters and bonuses for your favorite titles.

SPECS

Controller

- Eight-way directional pad
- Two analog triggers
- Two analog sticks
- Six pressure-sensitive analog buttons
- Two digital ("Back" and "Start") buttons
- Two slots for memory cards
- Rumble feature
- 9.5 foot cord
- Special "no dropping the console on the floor" cord dongle

XBOX

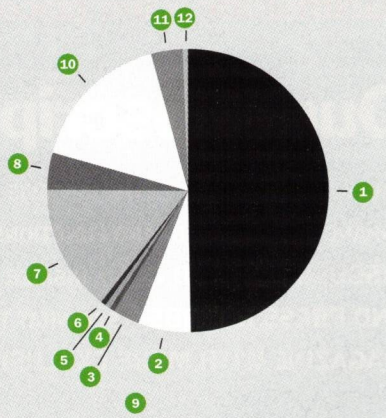
Pros

- One of the strongest launch lineups in years, with some system sellers in multiple categories.
- Graphical acuity - bump mapping, dynamic lighting, and vertex shading are a snap on the Xbox.
- It's got a broadband connection for online play out of the box.
- You can rip music from your CDs onto the Xbox hard drive and play your own hand-picked soundtracks in games that support the custom playlist feature.

Cons

- More expensive than the GameCube.
- It's heavy and bulky, so you won't be carting this one over to a friend's house anytime soon.
- You have to purchase an additional DVD kit to play DVDs on the system.
- You'll have to have a broadband account if you want to play online.

Genre Breakdown



1: Action - **2:** Adventure - **3:** Fighting - **4:** Other - **5:** Platform - **6:** Puzzle - **7:** Racing - **8:** RPG - **9:** Simulation - **10:** Sports - **11:** Strategy - **12:** Wrestling

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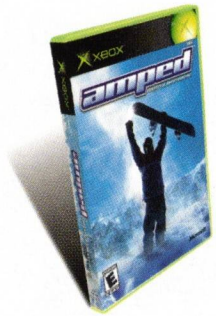
TOP 10 XBOX GAMES
of the holiday season

Talk to people a year ago and it was a matter of finding out what Microsoft games would be worth playing – nowadays it's more about picking how many launch titles you can fit into your budget. It may have taken Microsoft a while to get the momentum going on the Xbox launch, but now it's here and kicking up a storm of excitement.

For the first time, a system is representing nearly ever genre of gameplay at launch, for all age groups. Kids and adults can find quirky black humor and puzzle-solving in *Munch's Oddysee*, while old school PC fans can find hope in the future of Halo. Anime fanatics and hormonally bursting teenagers will enjoy the busty fighting of *DoA 3*, while gearheads can get into the fine details of racing through real cities with *Project Gotham*. The entire family can get into *Fuzion Frenzy*, the best party game for a system yet. There are a whopping three snowboarding games at or around launch for the system, and the return of an old skateboarding favorite: *Tony Hawk 2X*. There's even the debut of the best surfing game on any system, hands down. Did we mention the return of big time grappling, both of the UFC and WWF variety? Cartoon characters, realistic simulations, arcade button-stompers and brain exercisers are all represented.

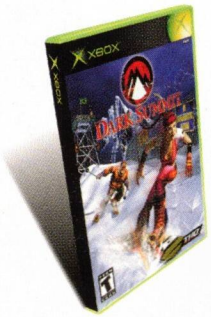
That's why we're here to help. With so much to choose from at or around launch, it's hard to decide what's best for your wallet. You can't afford to buy all of them, and you don't want to get stuck with a flop when you find out later than you could have gotten a hit. It's always best to go for the games that you know you'll love in an instant, but we hope that our top ten will get you to look at a few games that you may have otherwise passed over, and maybe even introduce you to something completely new.



:: AMPED

Publisher: Microsoft| **Developer: Microsoft** | **Genre:** Sports | **Release Date:** 11/15/2001 | **Street Price:** $49.99
ESRB Rating: E

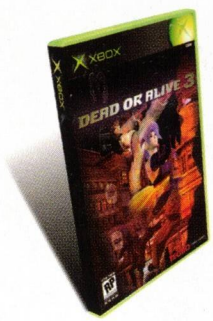
Never has a snowboarding game truly captured the experience of exploring a huge mountain like *Amped*. While most snowboarding titles may have lengthy rides, you're still stuck on a basic track, with little freedom to explore on your own. *Amped* is based on real mountains like California's Snow Summit, Utah's Brighton and Vermont's Stratton, all of which play and feel like the real thing. The draw distance is unbelievable – on certain high jumps, you can see all the way to the bottom of the slope, with no fogging. Gameplay is similar to *Tony Hawk*, but the emphasis is on speed and height, as well as just plain exploration. On top of the giant mountain, you can expect a gargantuan soundtrack of over 150 songs from indie bands that you can customize to your tastes. You can even integrate your own soundtracks to make your ride all your own. If you love snowboarding, this will test your skills, as well as your new system's limits.



:: DARK SUMMIT

Publisher: THQ | **Developer:** Radical Entertainment | **Genre:** Sports | **Release Date:** 11/15/2001 | **Street Price:** $49.99
ESRB Rating: T

Think of it this way – it's not that there are so few games to talk about that we've got two snowboarding games in the top ten, it's that the snowboarders hitting around launch are that good. *SSX Tricky, Amped,* and *Dark Summit* are all stellar titles, and while it would be easy to put Tricky in our list since it's a guaranteed favorite, we've grown to love the cool, unique design of Dark Summit. It's not a racer, but it's not a *Tony Hawk*-a-like, either. Think of it as the *D&D* RPG of snowboarding games, and you'll begin to get the picture. You've got a ton of tasks to accomplish while you attempt to unlock sections of the giant mountain, from finding bombs and avoiding guards to pulling off a certain set of tricks in a specific set of time. Combine the unique goals with the cool post-apocalyptic themes, and you'll see just how much new stuff *Dark Summit* brings to the genre.



:: DEAD OR ALIVE 3

Publisher: Microsoft | **Developer:** Tecmo | **Genre:** Fighting | **Release Date:** 11/15/2001 | **Street Price:** $49.99
ESRB Rating: T

The one-on-one fighting game series *Dead or Alive* has taken a leap forward with every version, but has always remained in the shadow of other major fighters. With the PlayStation it had to compete with the Tekken series, and on the Dreamcast it shined, but was still overpowered by Namco's *Soul Calibur.* Now the third game promises to deliver the most beautiful fighting experience to date on any console, and it's launching with a brand new system. The design has been revamped to suit both casual gamers and hardcore fans alike, and the graphics have to be seen to be believed. Whether you're a gaming fanatic, a casual gaming fan, or someone that's looking for a reason to show off your new console to your friends, *DoA 3* is the game to pick for the Xbox.

:: FUZION FRENZY

Publisher: Microsoft | **Developer:** Blitz Games | **Genre:** Action | **Release Date:** 11/15/2001 | **Street Price:** $49.99
ESRB Rating: E

The fun tends to be built-in when it comes to multiplayer party games, but *Fuzion Frenzy* still does a lot on its own to bring a room full of gamers to their feet. Detailed, grown-up looking characters battling their way through 45 testosterone-fueled mini-games is what next generation party games are all about. With all manner of races, endurance battles and combat games, *Fuzion Frenzy* should be the game that shows off the durability and brawny construction of the Xbox controller's sticks and buttons. Unlike party games on other systems, *Fuzion Frenzy* doesn't feature any kind of board game element, just players battling for tokens. The best feature is the actual "Fuzion Frenzy" mini-game that allows players to wager all of their tokens and instantly even the score at the end of a round of play. It is IGN's prediction that this will be the mini-game that will cause tempers to be lost, significant others to be annoyed, and drinks to be knocked over.

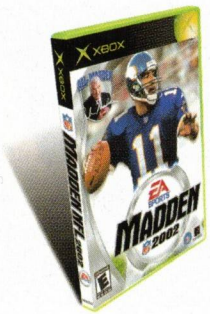
:: HALO

Publisher: Microsoft | **Developer:** Bungie| **Genre:** Action | **Release Date:** 11/15/2001 | **Street Price:** $49.99
ESRB Rating: T

Microsoft might want to change the name of the system from Xbox to "The-Console-That-Lets-You Play-*Halo*," because this is the very game that justifies them selling and you owning the Xbox. The standard for first-person shooters on consoles has been redefined because of Halo and its outstanding visuals, frantic gameplay and refined storyline. You can shoot up aliens on any system, but on the Xbox you'll have to hunt 'em down and hope you have enough ammo and back up to survive. When it comes to *Halo's* value as a videogame, all you need to know is that the single player game is epic and the multiplayer game has more options than a fast food menu. In fact, you can even play the single player game in cooperation with a buddy. There are human and alien weapons and vehicles all at your disposal, and the game is brought to life with 5.1 digital surround sound. Get this game so you can get down like Sigourney Weaver whenever you like without feeling stupid.

MADDEN NFL 2002 ::

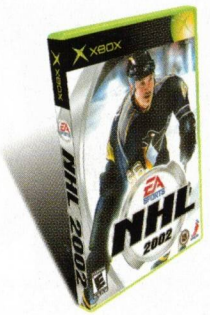
Publisher: Electronic Arts | **Developer:** Tiburon | **Genre:** Sports | **Release Date:** 11/15/2001 | **Street Price:** $49.99
ESRB Rating: E



The ultimate football videogame on the ultimate game system will be heaven for the most hardcore pigskin fans. There's a strong possibility that a typical game of Madden 2002 on Xbox will take twice as long as normal because of all the replays you'll be doing after each play – every play looks that good, and you'll enjoy watching it again and again. Simply put, there's no more realistic NFL game in existence. Xbox is just the system to smooth out all of the edges and polish up some of the rough spots that you might see in other versions of *Madden NFL 2002*. Plus by the time you pick up your Xbox and get to playing, your favorite NFL squad should be knee deep in the playoff race...except for the Cowboys. You all should just pick up an NBA game, because the Mavs will be all that.

NHL 2002 ::

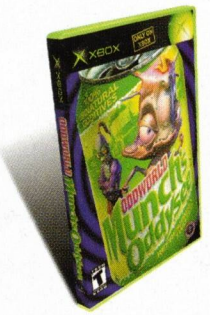
Publisher: Electronic Arts | **Developer:** EA Canada | **Genre:** Sports | **Release Date:** 12/12/2001 | **Street Price:** $49.99
ESRB Rating: E



If Microsoft is aiming their system at a more mature demographic – one that goes on road trips, not field trips – then a copy of *NHL 2002* will be a nice addition to their Xbox library. Countless hours spent in front of an NHL game scoring goal after goal is a fond memory for many older gamers and a current reality for many more, and there's no reason that shouldn't continue on the Xbox. It's said that familiarity with the players is how we as fans connect to the sport, and some of the players in *NHL 2002* are so recognizable in the Xbox version that you might want to go ahead and knock out a couple of your teeth, grow a mullet, and become a full-fledged hockey fan. With collectible hockey cards, an emotion meter, and full customization of players and teams, the Xbox is coming along at the perfect time for hockey fans and graphic junkies alike.

ODDWORLD: MUNCH'S ODDYSEE ::

Publisher: Microsoft | **Developer:** Oddworld Inhabitants | **Release Date:** 11/15/2001 | **Street Price:** $49.99
ESRB Rating: T



If you haven't had a chance to play this action/adventure series on the PlayStation, then now's your chance to check it out like never before. The Oddworld series has taken black comedy to new heights – you're literally trying to stop an evil corporation from committing mass genocide and environmental destruction – while still delivering frustrating but fun gameplay for both your trigger finger and your brain. The newest game takes the series into beautiful 3D, and adds the new amphibious character Munch, a Gabbit who's the last of his species after his race has been wiped out by being used for lung transplants for the rich and evil Glukkons. The game still keeps the puzzle-based focused of the original games while adding a new open-ended design that gives you full freedom to explore and solve the puzzles in a myriad of ways. It's funny, it's weird, it's unique, and it's only for Xbox.

TONY HAWK'S PRO SKATER 2X ::

Publisher: Activision | **Developer:** Treyarch | **Release Date:** 11/15/2001 | **Street Price:** $49.99
ESRB Rating: RP

Fakies and railslides are two of the best things to happen to videogames, and no Xbox library would be complete without a Tony Hawk game. *Tony Hawk's Pro Skater 2X* will be the first option for skating fanatics who want the best looking skating game around, but can't wait for *Tony Hawk 3* to be released in early 2002. Combining levels from *Tony Hawk 1 & 2* on the PlayStation plus five brand new Xbox levels, *2X* also features the control scheme from the second TH game. With *2X* you'll automatically catch up to what everybody else has been playing for the last two years but you're getting the best graphics and latest technology to boot. If you're two years behind in the *Tony Hawk* skills though, that's on you.

TRANSWORLD SURF ::

Publisher: Infogrames | **Developer:** Angel Studios| **Release Date:** 11/15/2001 | **Street Price:** $49.99
ESRB Rating: T

Normally you'd see surfing titles somewhere beneath dating sims in terms of public excitement, but give *TransWorld Surf* an hour of your time and you'll change your thoughts on the matter completely. It isn't just the best game of its type on the Xbox; we'll go so far as to say that it's the best surfing game to date on any system. Like *Tony Hawk*, this game is all about technique and skill, while still keeping things fast and fun. Plus, you can impress your friends with the stunning wave physics and the realistic water effects. Explore some of the world's biggest and best breaks, from Kirra Point and Hossegor to Tavarua, and pull off floaters, grab and fakie tricks, even free some dolphins and hop some breakers! A competition mode puts you up against the world's best surfers for top prize, while multiple multiplayer modes allow you to hit the waves with a friend, or take on three competitors for king of the waves. Wave shredding has never looked so good.

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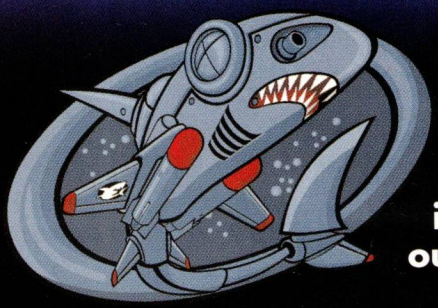

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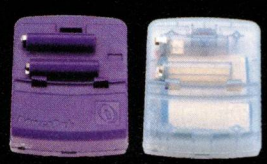

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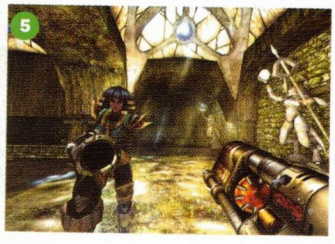


1, 4, 5: Unreal Championship
2: Ego Concept
3: Blood Wake

That sea of Xbox green that seems to dominate your local videogame retailer is what you get when the Xbox launch happily coincides with the holiday shopping season. But even after you've absorbed all of the 2001 software, you're going to want more to kick off the New Year. We're happy to present our hottest picks for 2002, also known as the "The Next Wave of Games that Will Continue the Ass Kicking Tradition of Xbox." These are the very biggest games we expect to see three, six and twelve months from now for the Xbox. Read 'em and weep for joy.

HOT PICKS FOR 2002

coming to xbox

:: BLOOD WAKE

Publisher: Microsoft | **Developer:** Stormfront Studios | **Genre:** Action | **Release Date:** 01/2002 | **Street Price:** $49.99 | **ESRB Rating:** T

Cool boats with big guns on some really fine looking water. This is why *Blood Wake* is one of those instances where less is actually more. You've seen vehicular combat in games like *Twisted Metal: Black* and you've seen pretty swirly waves in a game like *Wave Race: Blue Storm.* Jam those two together and you've got a rollicking good time in *Blood Wake*. The numbers are as follows: 25 missions, nine different types of missions, ten boats, and 60 frames per second. It's no insult to say *Blood Wake* is the result when lowbrow fun meets high technology.

:: ENCLAVE

Publisher: Conspiracy Games | **Developer:** Starbreeze Studios | **Genre:** Action | **Release Date:** Fall 2002 | **Street Price:** $49.99 | **ESRB Rating:** RP

Enclave is the game that looks to take the characters and feel of a game like *Warcraft* and shift it into first person where you're the knight or ogre riding into battle. You can't call it a shooter because you're going to be using plenty of close range weapons on your enemies. Plus you can man assault and siege weapons for a significant strategic advantage.

Conspiracy Games wants to get a *Team Fortress* style of play but set in a swords and wizards universe. The result will be class based, class based, online multiplayer game that has every intention of rocking the house. You'll need that perfect mix of paladins, dwarves, wizards and whatnot to be successful and it will all be fueled by the graphics and processing power of the Xbox.

:: HUNTER: THE RECKONING

Publisher: Interplay| **Developer:** High Voltage | **Genre:** Action | **Release Date:** Spring 2002 | **Street Price:** $49.99 | **ESRB Rating:** RP

It's almost a rule of thumb – you just have to have a zombie killing game somewhere in your lineup. *Hunter: The Reckoning* promises to offer more havoc and hordes of supernatural baddies than we've seen anywhere. The fact that one of the main characters is roughhousing biker dude with a big heart—and an even bigger axe – should be enough to bring this game to your attention.

Based on the world of White Wolf and boasting over 20 weapons, this one will definitely be worth checking out.

:: JET SET RADIO FUTURE

Publisher: Microsoft | **Developer:** Gas Powered Games | **Genre:** Action | **Release Date:** 02/2002 | **Street Price:** $49.99 | **ESRB Rating:** T

Jet Set Radio Future, as it's known in Japan, should be such a wonderful experience on the Xbox that it'll spray paint the other X-titles on the shelves green with envy. If the Xbox ends up being the machine that brings all of the potential of Dreamcast to reality, it could very well be because of Smilebit's futuristic techno-stunt-skater.

Skating through a generic urban landscape and pulling off all kinds of tricks is so 1999. In *Jet Set Radio Future*, you're on rocket-powered skates sliding through a futuristic Japanese metropolis armed with nothing but a can of spray paint.

And while you're being floored by the new look of games like *Cel Damage* on the Xbox or Legend of Zelda for the Nintnendo GameCube, just remember the whole cel-shading look was brought to life by the Jet Set and Grind games. Respect must be paid to the originators. At any given moment when you're watching the characters it looks like they're a flat, but intricate, image. Since everything is moving, whether it's the characters themselves or the camera that's behind them, you're always seeing them from an appropriate 3D perspective. Everything that's within the heavy black lines that defines the character however is made to look as 2D as an Andy Capp cartoon strip.

If for no other reason than that the Dreamcast's lifespan ended too soon, *Jet Set Radio Future* on the Xbox is a wonderful thing because this unique title will finally get the attention – from the hardware and consumers – it deserves.

:: PROJECT EGO

Publisher: TBA | **Developer:** Big Blue Box Studios | **Genre:** RPG | **Release Date:** Late 2002 | **Street Price:** $49.99 | **ESRB Rating:** RP

Pencil in *Project Ego* as one of the second, or more likely third, generation Xbox games that will really show what Microsoft's machine is capable of. You can use the term roleplaying game to describe *Ego* for now, but IGN believes that we may be looking at an entirely new genre of videogame. You begin the game as a teenage male or female character, and from there you set out on a lifetime of adventures that will literally change your character for as long as he or she lives.

Every activity your character goes through has meaning and will result in some sort of physical or even social change later on. If you spend a lot of time laboring and lifting heavy objects, your guy or gal will develop bigger muscles and increased strength. Your character will have increased intelligence if you consistently use your wits to solve problems and advance in the game. Hair grows and needs to be cut, or not cut as it were, to your liking.

We're not sure what activities will be mandatory in *Project Ego*, since the storyline is as closely guarded a secret as Michael Jackson's Neverland Ranch. However we do know that you will be able to choose paths of righteousness or evil in your quest to become the most powerful being in the universe.

Every decision you make, every task you accomplish, and the way you accomplish it will have good or evil associated with them. So if there are multiple ways of accomplishing something and you always choose the one that's most obnoxious or violent, Darth Vader had better look out, because you're heading down the path of darkness, baby. If you always use intelligence and kindness, you're on the stairway to heaven, going up.

If you're heading down the path of darkness, your character will start taking on evil characteristics and they will actually look like the bad guy/gal you've made them into. As a result, the non-playable characters you encounter will react to your evil appearance and act accordingly. At this point, we just don't know how far Big Blue Box will go with this element, although it does seem to be one of the main attractions of the game.

The not-so-great news about *Project Ego* is that such an ambitious project coming from a subsidiary of Peter Molyneux's Lionhead Studios could take years to complete. They're perfectionists that dream big, so anxious *Project Ego* fans may add a few wrinkles and take on an evil quality or two in the time it takes for this extraordinarily ambitious game to get done.

:: SOUL CALIBUR 2

Publisher: Namco | **Developer:** Namco | **Genre:** Fighting | **Release Date:** Spring 2002 | **Street Price:** $49.99 | **ESRB Rating:** RP

Just about the time *Dead or Alive 3* will have beat you down for the 9000th time, *Soul Calibur 2* will come around, weapons in hand, to finish the job. The super popular fighting game that helped launch the Dreamcast is coming out for the GameCube as well, but as usual it's okay to expect the most from the Xbox version. We expect new characters, new levels, and of course new weapons for *SC2* – and at least the same number of play modes as the original. Multiple outfits for the warriors will be nice too, because Mitsurugi needs another alternative besides the 1980s-style ponytail look.

:: THE THING

Publisher: Universal | **Developer:** Computer Artworks | **Genre:** Action | **Release Date:** Spring 2002 | **Street Price:** $49.99 | **ESRB Rating:** RP

You're always touching dangerous territory when you try to make a cool game out of a cool movie, but *The Thing* could change all of that. The Xbox is powerful enough to handle whatever special effects Hollywood can come up with, and we can't wait to see how it splits the head of a human-monster thing in real time. The game picks up where the 1982 Kurt Russell movie left off and puts you in the role of a soldier who has to find out what happened way down in Antarctica.

It's all about trust as you'll have to pay attention to how other characters in the game are relating to you and to each other. Somebody has "it," and the collective paranoia will end your mission quickly if you don't consistently show them that (a) you're not infected and (b) you're totally in control of the situation. All of that fancy brainy talk and guns too? You gotta love it.

:: UNREAL CHAMPIONSHIP

Publisher: Infogrames | **Developer:** Digital Extremes | **Genre:** Action | **Release Date:** 03/2002 | **Street Price:** TBA | **ESRB Rating:** RP

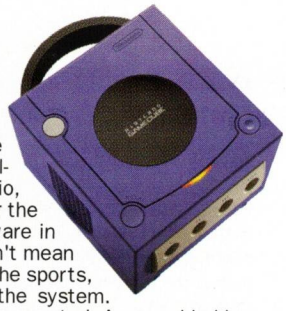
One of the biggest games lurking on the horizon for Xbox has got to be *Unreal Championship*. The buzz on this one should develop into an all our roar by the time spring rolls around because it could represent a turning point in console gaming as a whole. Digital Extremes is taking the popular Unreal engine and building the rest from scratch specifically for the Xbox – always a good thing – and this should be one of the killer applications when Xbox kicks off its online gaming program. By the time *Unreal Championship* arrives, we might not even recognize it as a member of the Unreal family of games. To begin with, there are original weapons, characters and vehicles in UC. And no, that's not a mistake. *Unreal Championship* on the Xbox is going to have vehicles like we saw in *Tribes* for the PC.

The weapon models look frighteningly realistic, but then that's what we've come to expect from Unreal games. You won't be acquiring these weapons by simply running around and picking them up. You'll only have access to whatever weapons you've unlocked, but the good thing is they're all yours once you've opened them up. The catch is you have to find a resource depot that actually has ammo or health in it and stop by for a fill up.

Team play will definitely be the difference between *Unreal Championship* and all previous shooters. Even without its online capabilities, building, managing and maintaining a team of skilled combatants promises to be something new and groundbreaking for Xbox. Add in the likelihood that you'll be able to take your battle-tested squad online and search for willing foes and we could be looking at the very bright future of gaming.

Of course there are dozens of games that we've left out of our 2002 list, but that doesn't mean we've forgotten about them. We just wanted to make sure to point out the games that we're aware of and that will have the same kind of buzz the launch titles gave us. We know they've got a whole slew of teams under their umbrella working on Xbox games as you read this. To keep up with all the latest Xbox information, be sure to check out IGN Xbox at **http://xbox.ign.com**.

GAMECUBE HARDWARE



Buy this system if... you love Nintendo games and were a fan of the NES, SNES, and Nintendo 64. GameCube's biggest appeal is its ability to offer Nintendo's famous franchises such as Zelda, Mario, Pokémon, and Metroid – all of which are already in development for the console. Nintendo is renowned for creating some of the best software in the world, and it's all exclusive to GameCube. Of course, that doesn't mean it won't be getting any help from third parties. Top franchises from the sports, adventure, racing, action, and survival horror genres will grace the system. Offering up four controller ports, multiplayer games will be heavily supported. As an added bonus GameCube links up to the Game Boy Advance, offering all-new ways to play videogames.

SPECS

CPU: IBM "Gekko" PowerPC

- Manufacturing Process: .18 micron copper wire technology
- Clock Frequency: 485 MHz
- Internal Cache: 256KB L2 Cache
- External Bus: 1.3 GB/s peak

Graphics Processor: ATI "Flipper"

- Manufacturing Process: .18 micron embedded DRAM process
- Clock Frequency: 162 MHz
- Embedded Memory: 3MB 1T-SRAM
- Simultaneous Textures: 8
- Rendering Functions: Subpixel Anti-aliasing, 8 Hardware Lights, Alpha Blending, Virtual Texture Design, Multi-texturing, Bump Mapping, Environment Mapping, MIP Mapping, Bilinear Filtering, Trilinear Filtering, Ansitropic Filtering

Audio Processor: Macronix 16-bit DSP

- Simultaneous Voices: 64
- Sampling Frequency: 48 KHz
- 16MB 81MHz DRAM (shared)
- 3D Audio: Yes

Main Memory: "Splash"

- 24 MB MoSys 1T-SRAM

Disc Drive

- Proprietary 3" 1.5GB optical disc
- DVD Movie Playback: No
- CD Music Playback: No

Miscellaneous

- 4 Controller Ports
- 2 Memory Card Slots
- Analog AV Output: Composite, S-Video, Component
- Digital Video Output: 480p progressive scan HDTV compatible
- 2 Serial Ports
- High-speed Parallel Port
- Modem Enabled: 56k Modem Adapter (add-on)
- Broadband Enabled: Broadband Adapter (add-on)
- Hard Drive: No (future add-on?)

Weight and Dimensions

- Weight: 3 lbs.
- System Dimensions: 4.3"(H) x 5.9"(W) x 6.3"(D)

Price: $199.99

1 Disc Tray
Custom designed for tiny 1.5GB discs, measuring 3" in diameter.

2 Power Light
The orange, sliver shaped light indicates an active power supply and may increase intelligence.

3 Controller Ports
Small circular dents mark controller ports one through four. The controller ports are extremely tiny, measuring under .5" in diameter.

4 Memory Card Slots
GameCube contains two slots for memory cards, roughly 1.5" in width.

5 Handle
Take hold of the tough plastic handle for GameCube-friendly travel. Packing lunch inside GameCube not recommended.

6 Analog AV Output
Use composite or S-Video to send the picture to your TV. 100% compatible with former SNES and N64 outputs.

7 Digital Video Output
Display a crisp 480p progressive scan picture to compatible HDTVs via component cable.

8 Serial Port 1
Plug 56k Modem and Broadband adapter add-ons here for Internet access.

9 Serial Port 2
Another expansion bay for as of yet undisclosed add-ons.

10 High Speed Port
High-speed parallel port. No announced functionality to date.

11 Memory Card 59
Nintendo's standard memory card has a .5MB storage capacity. Games such as Luigi's Mansion use three of the 59 useable blocks.

12 Component Video Cable
A high-end digital cable used to output a 480p progressive scan signal to compatible HDTVs. Not every game supports this mode, but the ones that do have increased contrast, saturation, and better resolution.

THE CONTROLLER

The GameCube controller is a departure from Nintendo's past and features an all-new button layout, analog shoulder triggers, built-in rumble, a small D-pad, and two analog sticks. The face buttons are centered around the large A-button and have specifically been designed so your thumb won't get lost. With your thumb centered on the A-button at all times you simply move left, up, or right to access B, Y, or X. Your index fingers comfortably rest in the deeply grooved, pressure sensitive R and L shoulder triggers, which have a secondary "digital click" function if fully depressed. Above the R trigger is a Z-button for quick turbos and extra functionality.

GCN Broadband Adapter

SL-GC10 "Cube" DVD Player

Wavebird Wireless Controller

GAMECUBE OUTLOOK

As usual Nintendo has several important peripherals and add-on accessories planned for the near future. When it originally unveiled the GameCube at its Space World 2000 event it showed off online technology, high-density data storage, wireless technology, and a way to use the Game Boy Advance with the GameCube.

While Nintendo isn't willing to commit to an online strategy until it proves it can be profitable, it has prepared for the future. For dial-up users, it will offer a 56k Modem Adapter that snugly fits into the bottom of GameCube. The Ethernet community will have the option of using the Broadband Adapter for higher access speeds. Currently Sega's Phantasy Star Online for GameCube is the only announced title that lets gamers play online. However, Nintendo has said it has online titles in the works that will be released in unison with the adapters.

Instead of promoting a hard drive, Nintendo is keeping things miniaturized by utilizing SD Memory Card technology. The stamp-sized memory cards will slide into a Memory Card Adapter for easy plug-and-play functionality. SD Memory Cards are made primarily by Panasonic, Toshiba and SanDisk, ranging in sizes from 8MB to 64MBs. In the future, data capacity will rise from 128MB to 2GB by the year 2003. Currently the 16MB card retails for approximately $39.95, only marginally more expensive than the 8MB Sony PlayStation 2 memory card. No release date has been set.

Nintendo has also come up with a solution for reliable wireless control and a long-term battery life with its wireless Wavebird GameCube Controller. Using RF technology, the Wavebird can be used up to 10 meters (38 feet) away from your GameCube. More importantly you won't have to worry about coffee tables or friends' bodies getting in the way, as the signal is a radio frequency and will pass right through them. Wavebird outputs a one-way signal and will not be capable of rumble. It's one of the best announced peripherals for GameCube, but without any solid release dates gamers will have to deal with the short cords for just a while longer.

But what about DVD playback? While Nintendo is trying to distance itself from Sony and Microsoft by positioning the GameCube as a gaming-only system, it hasn't completely ignored fan requests for a more versatile set-top box. Through a deal with Japanese industry giant Matsushita, Japanese gamers will see the release of a special Panasonic GameCube. Named SL-GC10, this hi-tech gadget doubles as a full-fledged GameCube console and a state-of-the-art DVD player, complete with an optical output that can deliver Dolby Digital and DTS sound. The Panasonic-branded unit ships with a built-in timer (so parents can restrict their kids' playing and viewing time) as well as a custom remote. Whether you like the chrome and blue design or not, it certainly doesn't look like any other DVD player on the market. Sadly, Panasonic has not yet announced a US release date for the system – so don't expect to see this silver box stateside anytime soon.

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SPECS

Controller

- Eight way directional pad
- Two analog triggers with digital clicks
- Two analog sticks
- Five digital face buttons
- One digital shoulder button
- Rumble feature
- 6.5 foot cord
- Controllers ship in multiple colors

GAMECUBE

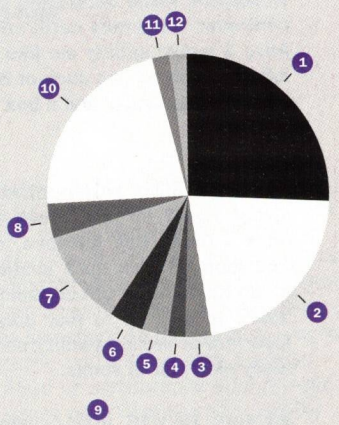
Pros

- Affordable mass-market price of $199.
- Nintendo-only home to Mario, Zelda, Metroid, Pokémon, and more.
- Small, lightweight, features a handle for easy traveling.
- Powerful graphics chip delivers lush visuals.
- Four controller ports for multiplayer action.
- Analog video cables compatible with SNES and N64.
- Progressive scan compatible for HDTVs.
- Links up to Game Boy Advance.

Cons

- Optical disc storage capacity of 1.5GB (less than DVD).
- Online Modem and Broadband Adapter not included.
- Small Memory Card capacity.
- No digital audio output for Dolby Digital or DTS.
- Clunky power adapter.
- Only two memory card slots.

Genre Breakdown



1: Action - **2:** Adventure - **3:** Fighting - **4:** Other - **5:** Platform - **6:** Puzzle - **7:** Racing - **8:** RPG - **9:** Simulation - **10:** Sports - **11:** Strategy - **12:** Wrestling

IGN Roundtable

Always entertaining and often informative, IGN's Roundtable is a weekly debate in which the IGN editors discuss hot topics. Featured exclusively on IGN.com's premium site IGNinsider, past Roundtables have focused on such topics as Sega as a third party developer, the future of PC gaming, and the editors' favorite old school game remakes.

We've included a special exclusive IGN Roundtable for the Holiday Buyers' Guide so you can get a glimpse into the minds of what systems the IGN editors are dreaming of this holiday season.

Disaster! All of your current games, consoles, and computers – from the tiniest Game Boy game to your brand new PC – have been irretrievably lost. You only have $500 to spend on games and systems for yourself this Christmas. How do you spend the money?

Steve Butts (IGNPC): I suppose I would use the $500 to buy a new Dreamcast and a PS One. That way I'd have $300 left over to buy games and memory cards. And since DC and PS games are really cheap right now, I figure I could get a lot more of them than if I spent the money on a newer system. On the game side, I'd get Soul Calibur, Tekken 3, Tony Hawk, ReVolt, Rayman, Metal Gear Solid, and, with whatever money I had left over, I'd be sure to buy a whole crapload of IGN Holiday Buyers' Guides.

Matt Casamassina (IGNcube): I'd of course shell out the $199 for a GameCube and use the extra cash to pick up software for the system. Top on my list of must-haves would be Star Wars Rogue Leader: Rogue Squadron 2. Wave Race: Blue Storm, Super Monkey Ball, THPS3 and probably Madden NFL 2002. Being a total nerd, I'd also have to have the GameCube component cables for a progressive-scan connection, a memory card and two extra controllers for my (imaginary) friends.

Aaron Boulding (IGN Xbox): I suppose spending the $500 on bolt cutters, a lockpick set, and a ninja outfit is out of the question. Those items are a great way to solve little "disasters" like these. But if you want to go the boring route – and I think we do here – going to a licensed videogame retail outlet and purchasing an Xbox, an extra controller, a memory card, and copies of Halo and Dead or Alive 3 would satisfy me like home cooking. I'd spend the leftover cash on one pack of Big Red chewing gum, a bottle of Pineapple Crush, and a box of Wheat Thins.

Craig Harris (IGNpocket): The holidays are all about giving, right? I'd buy myself and three of my best friends each a Game Boy Advance, as well as three link cables. And then I'd pick up a single copy of Advance Wars and Mario Kart: Super Circuit, since both these games have the ability to play up to four players with only one cartridge. That leaves around twenty bucks. I'd use the leftover for a really nice pair of socks...

Anthony Chau (IGNDreamcast): There's always the temptation of splurging on the newest stuff – Xbox, GameCube, or PS2. But if I lost ALL of my videogame consoles and games, and I had nothing to play, I'd buy both a SNES and Genesis. I could probably get both for under 75 bucks with a few controllers, leaving $425 dollars to spend on Genesis and SNES games. Call me old-school or what not, but spending the entire holiday playing Gunstar Heroes, Actraiser, Final Fantasy III, Phantasy Star II, Revenge of Shinobi, and Mario Kart sounds like fun to me. Of course, since you can buy a DC at $79.99, I'd probably pick one up knowing that a holiday break without Shenmue 2 is...well, unbearable.

Dave Zdyrko (IGNPS2): I like Anthony's idea of getting the old-school systems, but for me, it would come down to the amount and quality of software available – and in my opinion, this is where the PS2 has the advantage this holiday. I'd pick up the PS2 for $299, a memory card for $34.99, Devil May Cry for $49.99, Metal Gear Solid 2 for $49.99, and Gran Turismo 3 A-spec for $49.99. Since the PS2 also plays DVDs, I'd go the Columbia House route and get 4 DVDs for 49 cents each to fulfill my movie watching needs, and I'd still have enough cash left over for a pizza.

Ivan Sulic (IGNPC): 500 bucks! Holy crap! That's like seven hundred dollars more than I have now. To hell with games, I'd be a freaking millionaire with 500 bucks! What is it, like 80 bones for a Dreamcast? Totally pick one of those bad boys up (anyone who doesn't has mental deficiencies). Buy some used games for five to fifteen dollars apiece, being careful to save a hefty amount... With the money left over I'd go pick myself up a GameCube and a couple of titles.

Be sure to visit http://insider.ign.com/articles/306898p1.html for more of this exclusive IGN.com The Magazine Roundtable, and check http://insider.ign.com for even more Roundtables, as well as plenty of daily exclusive content.

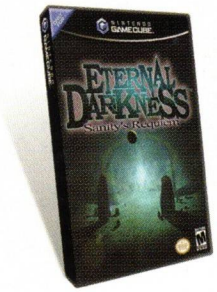
IGNinsider

TOP 10 GCN GAMES
of the holiday season

Nintendo GameCube, the successor to the Nintendo 64, has arrived. After five years the company has finally come out, guns smoking, with a next-generation console backed with growing third-party software support. For the system's launch period major publishers such as Electronic Arts, Acclaim, LucasArts, Sega, and many more will be extending their wide-ranging support to GameCube.

The GameCube launch couldn't come at a more busy time. Year after year the holiday season is just as exciting as it is complicated. This year in particular is especially taxing for videogame enthusiasts because all three next-generation home consoles – the GameCube, PlayStation 2, and Xbox –will go head-to-head for bragging rights. In the midst of all this gamers are forced to count their pennies, deciding what hardware and software is a worthwhile purchase.

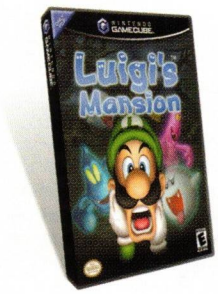
This is why we've designed a Top 10 list. In alphabetical order we recommend the 10 best games for the console. In this section we outline what's hot and what's not for the Nintendo GameCube. Contrary to previous Nintendo launches the GameCube has a diverse collection of games to choose from. Whether you're a fan of football, racing, extreme sports, Star Wars, ghost-busting, or even monkeys (hey, who isn't?) GameCube has something to choose from. The hard part is narrowing down which games you will buy first, because unless you are going to spend $500 on software alone you'll have to decide on just a few. Use this list to help identify which specific titles are best suited for you, but we also recommend you give these games a try one way or another. The good news is that you can't go wrong by buying any of the following games, because they're all good for their own reasons.



:: ETERNAL DARKNESS: SANITY'S REQUIEM

Publisher: Nintendo | **Developer:** Silicon Knights | **Genre:** Adventure | **Release Date:** TBA | **Street Price:** $49.95 | **ESRB Rating:** M

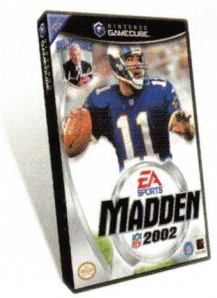
Navigate the souls of twelve chosen ones, destined to save the human race from an unseen ancient species. *Eternal Darkness: Sanity's Requiem* will bring you to the edge of your seat with its ambient, horror-filled environments and innovative sanity meter. The sanity meter has been designed and tweaked with the help of Ph.D.-holding psychologists to mess with your mind. Something as simple as a phone call with demonic voices on the other end of the line can affect your sanity – but it's your choice to pick it up or not. When you start to lose your sanity many bizarre things will begin to take place. Eternal Darkness is backed with a deep gameplay system, intelligent camera system, and intriguing puzzle elements. With a gripping plot that takes place over 20 centuries, *Eternal Darkness* serves up a terrifying world that will drive you crazy, literally.



:: LUIGI'S MANSION

Publisher: Nintendo | **Developer:** Nintendo | **Genre:** Adventure | **Release Date:** 11/18/2001 | **Street Price:** $49.95 | **ESRB Rating:** E

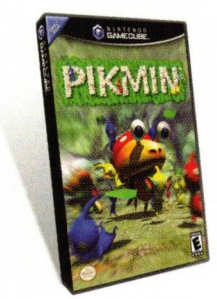
In *Luigi's Mansion* Mario's often forgotten brother has to save him from peril. It seems Mario's been taken captive by some mischievous ghosts and the only way Luigi can save him is to rid a four story haunted mansion of ghosts. Using both analog sticks on the controller, you must suck up ghosts with the aid of a flashlight and vacuum. The experience can feel a lot like fishing, but is not just as simple as point-and-suck, as you'll have to solve puzzles and upgrade your vacuum for shooting fire, water, and more. Featuring unparalleled lighting, shadowing, and physics effects the game won't fail to impress visually. This is a quirky game Nintendo fans can't help but love. However, gameplay time clocks in at under 10 hours so Mario lovers looking for a 40-hour platformer should be wary.



:: MADDEN NFL 2002

Publisher: Electronic Arts| **Developer:** Tiburon | **Genre:** Sports | **Release Date:** 11/18/2001 | **Street Price:** $49.95 | **ESRB Rating:** E

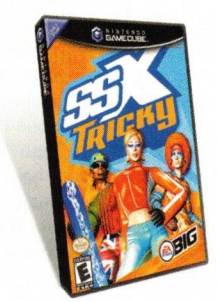
Electronic Arts' Madden franchise has paved the way for football simulations, pushing the videogame experience into the believable ranks of reality. With a full NFL license, football enthusiasts can choose their favorite teams, which are accurately rated according to their most recent season. Each team comes equipped with its own custom playbook with special plays for your favorite running back or wide receiver. In the Franchise mode you can draft and play with the Houston Texans and take them to the Super Bowl if you're good enough. You can even create your own team, choosing your uniform, helmet design, and stadium. Featuring some of the most impressive animation, character models, and control around, *Madden NFL 2002* is without a doubt the premier choice for football buffs. Last but not least, the game supports 16:9 widescreen and Dolby Surround modes for home theater aficionados.



:: PIKMIN

Publisher: Nintendo | **Developer:** Nintendo | **Genre:** Strategy | **Release Date:** 12/03/2001 | **Street Price:** $49.95 | **ESRB Rating:** E

When Shigeru Miyamoto, the perpetually inventive creator of Mario and Zelda was relaxing in his garden he suddenly dreamed up the idea for *Pikmin*, a real time strategy/adventure based on ant-like creatures of the same name. As a spaceman who has crash-landed on a peculiar planet inhabited by the Pikmin, you become their master and protector. In turn for helping you piece together the remains of your shattered space rocket you must protect and cultivate the Pikmin. A simple control scheme lets you control hundreds of Pikmin at once, and with their help you'll eventually square off against giant creatures over ten times your size. As you progress the Pikmin can be used to build bridges and carve through rock walls. We give you fair warning, *Pikmin* is a game you'll dream about. The seemingly simple concept will capture your imagination and form an addiction you won't soon break.



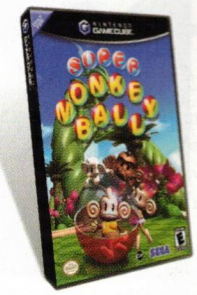
:: SSX TRICKY

Publisher: Electronic Arts | **Developer:** EA Canada | **Genre:** Sports | **Release Date:** 12/10/2001 | **Street Price:** $49.95 | **ESRB Rating:** E

SSX Tricky is the sequel to last year's smash hit *SSX*. The franchise made its debut on the PlayStation 2, giving gamers the chance to perform out-of-this-world trick combos and catch incredible amounts of air. *SSX Tricky* for GameCube capitalizes on the extreme elements of the original and further fleshes out the trick system, hence the name. Choose from six new unique characters and compete in fantastic venues around the world. By performing tricks and combos you build up a turbo meter that can be used to catch insane air and perform "über tricks" for absurd points. Furthermore, every track is littered with incredible shortcuts that will have your heart beating overtime. EA has put a high priority on audio so the game features celebrity voice talent, an interactive DJ spinning music, and full surround sound. Sporting amazing facial animations, DVD extras, and an addictive stunt mode, *SSX Tricky* is the best and only choice for snowboarding on Nintendo GameCube.

SUPER MONKEY BALL ::

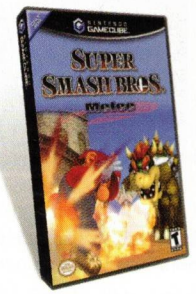
Publisher: Sega | **Developer:** Amusement Vision | **Genre:** Puzzle | **Release Date:** 11/18/2001 | **Street Price:** $49.95 | **ESRB Rating:** E



Super Monkey Ball is a puzzle game that draws heavily on the famous handheld puzzle Labyrinth as well as retro arcade videogame *Marble Madness*. The concept is simple. Using only the analog control stick you tilt the game boards to roll monkeys placed inside balls to a goal line. The paths you must take get progressively more difficult as you advance through normal, advanced, and expert modes. The 50+ stages will have you pulling your hair out with frustration, but the desire to win and roll that monkey through the goal line will keep you playing. A great single-player mode, but *Super Monkey Ball's* clever party games are even more irresistible. You and four friends can engage in accurate simulations of billiards, mini-golf, or bowling where, of course, every ball is filled with a monkey. And, for all-out party action players can race, box, or duel for points in an imaginative target mini-game. Yes, it's true, monkeys rule.

SUPER SMASH BROS. MELEE ::

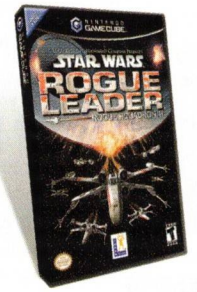
Publisher: Nintendo | **Developer:** HAL | **Genre:** Fighting | **Release Date:** 12/03/2001 | **Street Price:** $49.95 | **SRB Rating:** T



More than just an upgrade to the previous Nintendo 64 version, *Super Smash Bros. Melee* is a fighting game like no other. It features all of the classic Nintendo characters including big shots such as Mario, Link, Kirby, Samus, Yoshi, Pikachu, and many secret mascots yet to be revealed. The new single-player mode blends 2D and 3D worlds for the ultimate platform experience. The action-packed multiplayer mode is where the game's heart lies. The intuitive control scheme lets people of all ages partake in the hectic melee, but also provides depth for expert players. You won't be able to put the controller down as you pummel your friends round after round. For the ambitious, Nintendo has even added a tournament mode which allows for extravagant playoffs, complete with customizable names for entrants. *Super Smash Bros. Melee* is another addictive experience we recommend no multiplayer enthusiast do without, and it comes complete with a fully orchestrated Nintendo soundtrack that will knock your socks off.

STAR WARS ROGUE LEADER: ROGUE SQUADRON II ::

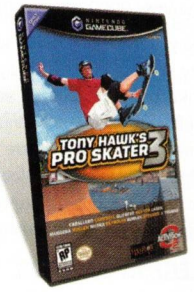
Publisher: LucasArts | **Developer:** Factor 5 | **Genre:** Action | **Release Date:** 12/18/2001 | **Street Price:** $49.95 | **ESRB Rating:** T



Rogue Leader will utterly dazzle and mesmerize you with its realistic, true-to-movie graphics. Every ship is meticulously rendered right down to the dirt and explosion stains on its chassis. Based on the original trilogy, it's possible to blaze through the narrow trenches of the first Death Star in an X-Wing, entangle the legs of AT-ATs with your Snowspeeder over the snow-covered plains of Hoth, or battle TIE Interceptors in the thick, sunset-washed skies of Cloud City. Harnessing the power deep inside of GameCube, *Rogue Leader* outperforms the rest flaunting gorgeous visuals with a framerate of 60 frames per second. You will become immersed in the eleven primary campaign missions, all of which let you experience the Star Wars universe like never before. Bringing the videogame even closer to the movies, *Rogue Leader* is presented in crisp surround sound thanks to the cutting-edge technology of Dolby Pro Logic II. This is an experience that no Star Wars fan should deprive themselves of.

TONY HAWK'S PRO SKATER 3 ::

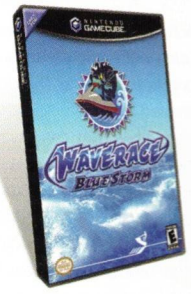
Publisher: Activision | **Developer:** Neversoft | **Genre:** Sports | **Release Date:** 12/10/2001 | **Street Price:** $49.99 | **ESRB Rating:** T



Tony Hawk is a legend in both the skating and videogame universe. In collaboration with Neversoft, Activision has defined the standard for interactive extreme sports with the *Tony Hawk's Pro Skater* franchise. In the third edition, *Tony Hawk's Pro Skater 3*, you can take to the streets and vert ramps with your choice of 13 pro skaters including the likes of Tony Hawk, Steven Cabellero, and Rune Glifberg in nine fresh new levels such as Tokyo, Paris, Canada, Skater Island and more. Or, if you wish, you can create your own skater customizing his or her height, weight, skin tones, accessories and tattoos. But the look of your character is the last thing you'll be thinking about when you're pulling off mad combos and racking up hundreds of thousands of points. THPS3 is just as addictive as its predecessors with an unbelievable amount of trick options, slick animations, and an all-new revert move for linking longer combos!

WAVE RACE: BLUE STORM ::

Publisher: Nintendo | **Developer:** NST | **Genre:** Racing | **Release Date:** 11/18/2001 | **Street Price:** $49.95 | **ESRB Rating:** E



Wave Race: Blue Storm, the sequel to the N64 original, is the ultimate water top race experience. Skim over the pristine waters of eight different courses including the warm blue seas of the tropics, a moonlit shipyard, the glacier packed arctic and more, all beautifully rendered with the power of GameCube. Not enough tracks for you? Each of the eight courses is diversified with multiple track layouts and five different weather settings including sunny, partly cloudy, drizzle, rain, and a severe thunderstorm mode. The weather settings can completely alter the face of a course changing the water level, decreasing visibility, and creating monstrous waves up to 10 feet in height! Blue Storm features a dedicated championship mode, stunt mode, and addictive multiplayer mode supporting up to four players. With its tight control and ambitious wave effects *Wave Race: Blue Storm* is in a league of its own. Don't miss out on this one.

1: Soul Calibur 2; *2:* Star Fox Adventures: Dinosaur Planet; *3:* Kameo; *4:* Legend of Zelda; *5:* Metroid Prime; *6:* Resident Evil; *7:* Phantasy Star Online

Nintendo's US launch is by far its most impressive home console launch in the company's entire history. It has a plethora of first-party and second-party titles such as *Wave Race: Blue Storm* and (shortly after) *Super Smash Bros. Melee* as well as amazing third-party titles including *Star Wars Rogue Leader: Rogue Squadron II* and *Madden NFL 2002*. However, the launch period is hardly the end of GameCube software support. Many of Nintendo's most popular franchises will arrive on the console in 2002. To keep you abreast on the good things to come, check out this list of some of the most important future GameCube titles on the way.

HOT PICKS FOR 2002

coming to gamecube

:: KAMEO

Publisher: Nintendo | **Developer:** Rare | **Genre:** Adventure | **Release Date:** Summer 2002 | **Street Price:** TBA

Do you like some of the ideas behind *Pokémon*, but you can't get yourself to try and catch cute cuddly creatures? How about taking away Jigglypuff, Pikachu and Bulbasaur and replacing them with giant fire-breathing dragons, hulking troll warriors, and flying pterosaurs? If that's more to your liking, then keep an eye out for Rare's upcoming action-adventure, *Kameo: Elements of Power*. This gorgeous looking game lets you capture, train, and command up to 60 creatures. Add to that a spunky heroine and smooth graphics and you've got another must-have game from the famous UK development house.

:: LEGEND OF ZELDA

Publisher: Nintendo | **Developer:** Nintendo | **Genre:** Adventure | **Release Date:** 11/2001 | **Street Price:** TBA

By far the most talked about and anticipated title for GameCube, the *Legend of Zelda* will make its appearance by the end of 2002. Fans of the vast 3D environments found in *The Ocarina of Time* and *Majora's Mask* will of course be pleased with GameCube version, but could be in for a rude awakening with the visual style that has essentially turned Zelda into a cartoon. Early footage shows Nintendo is using cel-shading technology, giving the characters and entire world a cartoon look. The animation is some of the most impressive and stylistic seen in videogames to date, which Nintendo suggests will make for a better gaming experience. Zelda will likely prove to be one of Nintendo's best titles on GameCube, but it's going to be hard for fans of the more realistic style seen on the N64 to get past the decidedly cartoon look.

:: MARIO KART FOR GAMECUBE

Publisher: Nintendo | **Developer:** Nintendo | **Genre:** Racing | **Release Date:** TBA | **Street Price:** TBA

In May of 2001 Nintendo showed an extremely short video of *Mario Kart for GameCube* in action. Only displaying Mario and Luigi racing on a flat, bump-mapped track, the demonstration was more an acknowledgement that the game is in development than an actual presentation of the gameplay. The kart and character models were extremely detailed and so well animated that you could see them using both the brake and gas pedals. Expect the same addictive multiplayer racing experience found in the previous versions, only this time the graphics will be incredibly detailed.

:: MARIO SUNSHINE

Publisher: Nintendo | **Developer:** Nintendo | **Genre:** Platform | **Release Date:** Summer 2002 | **Street Price:** TBA

This is one of Nintendo's biggest titles in development for GameCube. It is the company's mascot and is a franchise famous for pushing 3D platform-based gaming forward. A brief snippet of *Mario Sunshine* was shown at Space World 2001 in August, but out of fear of revealing too much Nintendo limited the footage of basic gameplay. A much-improved Mario model with a bushier mustache frantically jumped off of the walls, wires, and rooftops of a village. A mysterious contraption was strapped to his back and silvery puddles of sunshine littered the level. The game itself looks like a visually improved Super Mario 64 with a somewhat more realistic look. Mario fans should keep an eye on this one, set for release sometime in Summer 2002.

:: METROID PRIME

Publisher: Nintendo | **Developer:** Retro Studios | **Genre:** Adventure | **Release Date:** Fall 2002 | **Street Price:** TBA

Samus Aran, the famous heroine of Nintendo past is returning to GameCube in full 3D for the first time. Nintendo is branding *Metroid Prime* as a first-person adventure, claiming it will combine first-person shooter elements with 3D-adventure exploration. Diehard fans of the series clamoring for the same exploration-heavy adventure gameplay might be in for a more action-oriented experience, as the first footage of the game demonstrates a great deal of first-person shooting. However, Zelda-creator Shigeru Miyamoto is hard at work on perfecting the controls and gameplay to try to meet fans' expectations. *Metroid Prime* will be released in late 2002.

:: PERFECT DARK 2

Publisher: Nintendo | **Developer:** Rare | **Genre:** Action | **Release Date:** TBA | **Street Price:** TBA

Another title Nintendo is keeping in the dark (get it?), *Perfect Dark 2* has been in development by England-based second-party Rare for some time. After the team behind *GoldenEye 007* completed the original Perfect Dark, which went on to be a million seller, it immediately began recruiting top talent for the sequel. Expected to be deep into development for GameCube, *Perfect Dark 2* is Rare's most cared for game. No screenshots or details have been released, but it is expected to rival the efforts of all home console first-person shooters, offering a more simplistic approach to control as well as an extremely deep multiplayer mode which *GoldenEye* and *Perfect Dark* are famous for.

:: PHANTASY STAR ONLINE

Publisher: Sega | **Developer:** Sonic Team | **Genre:** RPG | **Release Date:** TBA | **Street Price:** TBA

Sega will bring an upgraded version of its *Phantasy Star Online Version 2* to GameCube next year. *PSO* is the first announced game that will let GameCube owners go online. You'll be able to meet up with up to three friends or foes across the globe to conquer a fantastical world in a real-time RPG setting. Extras include new modes (such as Soccer) and a dedicated Battle arena that lets players square off against opponents. There are also two new character classes exclusive to the GameCube version. *PSO* for GameCube is not compatible with the Dreamcast version, and will be released when Nintendo has a solid online strategy in place.

:: POKEMON FOR GAMECUBE

Publisher: Nintendo | **Developer:** HAL | **Genre:** TBA | **Release Date:** TBA | **Street Price:** TBA

Nintendo is keeping its *Pokémon* title under a heavy shroud of secrecy. Nintendo president Hiroshi Yamauchi and high-placed executives within the company admitted that a *Pokémon* title is in development for GameCube but would not talk about specifics. The new game may feature stadium-based gameplay, RPG elements from the Game Boy versions, or a combination of both. Interestingly, the *Pokémon for Game Boy Advance* version is scheduled to hit the market at the same time as the GameCube version, suggesting the two will link up for the ultimate Pokémon experience. Look for more details in the coming months.

:: RESIDENT EVIL

Publisher: Capcom | **Developer:** Capcom | **Genre:** Adventure | **Release Date:** Summer 2002 | **Street Price:** TBA

The game that invented the survival horror genre, *Resident Evil*, is being remade with vastly improved visuals so glorious they'll be the only thing to keep your blood running hot in the face of the ghastly undead. Shinji Mikami, series creator, wanted to perfect the title with ultra-realistic graphics, new camera direction, and improved scares. Using an amazing new technology the *Resident Evil* remake features brilliant lighting and shadowing set on the backdrop of a gorgeously pre-rendered world so detailed even the blades of grass animate. RE1 is your one-stop destination for a heart-pounding thrill ride. And once you've caught your breath, get ready for Resident Evil Zero as well as the highly anticipated *Resident Evil 4*.

:: SOUL CALIBUR 2

Publisher: Namco | **Developer:** Namco | **Genre:** Fighting | **Release Date:** Winter 2002 | **Street Price:** TBA

Soul Calibur 2, the sequel to what is considered to be one of the best 3D fighters in existence is on its way to GameCube in late 2002. It will feature new characters such as Cassandra, the younger sister of Sophitia, and Hong Yung Sung, who serves for the Coastal Defense Force. *Soul Calibur 2* will contain the same 3D fighting style but in all-new arenas, many of which are bigger and fleshed out with more architecture than ever before. More importantly, the characters will possess all-new attacks, blocks, throws, and maneuvers, which will be backed by incredibly detailed motion capture animations. Can you help but be instantly enamored with *SC2*?

:: STAR FOX ADVENTURES: DINOSAUR PLANET

Publisher: Nintendo | **Developer:** Rare | **Genre:** Adventure | **Release Date:** 03/2002 | **Street Price:** TBA

Originally in development for the Nintendo 64, *Star Fox Adventures: Dinosaur Planet* has been completely revamped for the GameCube. The gameplay draws heavily on Nintendo's own *Legend of Zelda: The Ocarina of Time* and *Star Fox 64*, mixing elements of an adventure/RPG and action-shooter for a diverse gameplay experience. The game is one of the most beautiful on GameCube, sporting lush environments, towering indoor environments, and monstrous boss figures. Fox will occasionally hop into his Arwing and take off into outer space, delivering an experience almost identical to previous Star Fox titles with power ups and familiar flight physics. This is an epic quest that is not to be missed.

:: TUROK EVOLUTION

Publisher: Acclaim | **Developer:** Acclaim Studios Austin | **Genre:** Action | **Release Date:** Winter 2002 | **Street Price:** TBA

Acclaim is vowing to bring back its biggest and most lucrative franchise with a bang. While later entries into the series failed to recapture the smooth feel of the first game, Turok creator Dave Dienstbier and his team are promising to go back to the roots with *Turok Evolution* and dazzle GameCube fans with gigantic dinosaurs and even nastier weapons. Packing detailed visuals and surround sound, this vastly improved Turok sequel will let players once again travel to the Lost Lands to battle his original prehistoric enemies. Look forward to fast-paced action and hopefully plenty of customizable multiplayer modes like in *Rage Wars*.

Lack of third-party support was a big problem with the N64, but it looks like GameCube will be well covered in this area. While it's off to a slow start (when compared to Xbox and PS2), GameCube will get major support from the biggest names in the business next year. Look forward to *Galleon, Sonic Adventure 2, Duke Nukem Forever, Rayman, WWF Wrestlemania, Ridge Racer*, and plenty of sports titles from EA, Midway, Konami, and Sega. And if you're starving for some old-fashioned *GoldenEye* action, prepare yourself for an all-new Bond adventure from *TWINE* team Eurocom and EA Games. For up-to-date info on the latest GameCube titles, be sure to visit IGNcube at **http://cube.ign.com**.

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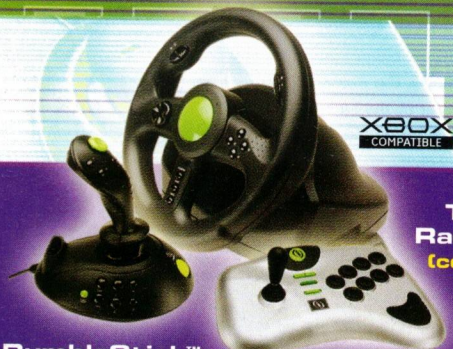

XBOX COMPATIBLE

Black Thunder™ Racing Wheel (coming soon)

RumbleStick™ (coming soon)

ShadowBlade™ Arcade Stick (coming soon)

INTERACT

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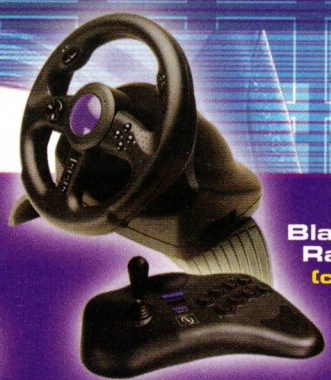

ShadowBlade™
Arcade Stick
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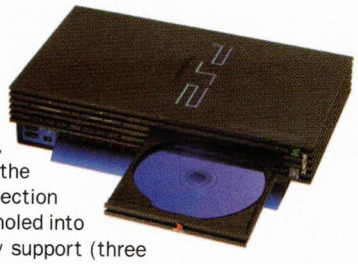
PS2 HARDWARE



Buy this system if... you like sports games, racing games, RPGs, action games, and adventure games. Basically, the PlayStation 2 is the system to get if you want the largest selection of next-generation games around and don't want to be pigeonholed into any particular genre or kind of game. It has strong first-party support (three of the 10 games in our list are from SCEA), its third-party support is currently unmatched, and it has games geared toward both mature and younger gamers. Plus, with its already massive user base, you can rest assured that it'll be around for four or five years. The PS2 is also the only system that lets you play DVDs right out of the box.

SPECS

CPU: Sony 128-bit "Emotion Engine"

- Manufacturing Process: .18 micron aluminum technology
- Clock Frequency: 294.912 MHz
- Internal Cache: 16 KB Instruction Cache (2-way), 8 KB Data Cache (2-way)
- External Bus: 3.2 GB/sec
- Co-processor: FPU (Floating Point Unit), Floating Point Accumulator x 1, Floating Point Divider x 1
- Vector Units: VU0 and VU1, Floating Point Multiply Accumulator x 9, Floating Point Divider x 3
- MPEG2 Compressed Image Decoder

Graphics Processor

- Sony "Graphics Synthesizer"
- Manufacturing Process: .25 micron embedded DRAM process
- Clock Frequency: 147.456 MHz
- Embedded Memory: 4MB eDRAM
- Embedded Memory Bus Bandwidth: 48 GB/sec
- Simultaneous Textures: 0
- Rendering Functions: Texture Mapping, Bump Mapping, Fogging, Alpha Blending, Bi- and Tri-Linear Filtering, MIP Mapping, Anti-aliasing, Multi-pass Rendering

Audio Processor: Sony "SPU2+CPU"

- Simultaneous Voices: 48
- Sampling Frequency: 48 KHz
- 2MB Audio Memory
- 3D Audio: Yes

Main Memory

- 32 MB Direct Rambus (Direct RDRAM)

Disc Drive

- 24x CD-ROM
- 4x DVD-ROM
- Storage Capacity: 4.7GB
- DVD movie playback: Yes
- CD music playback: Yes

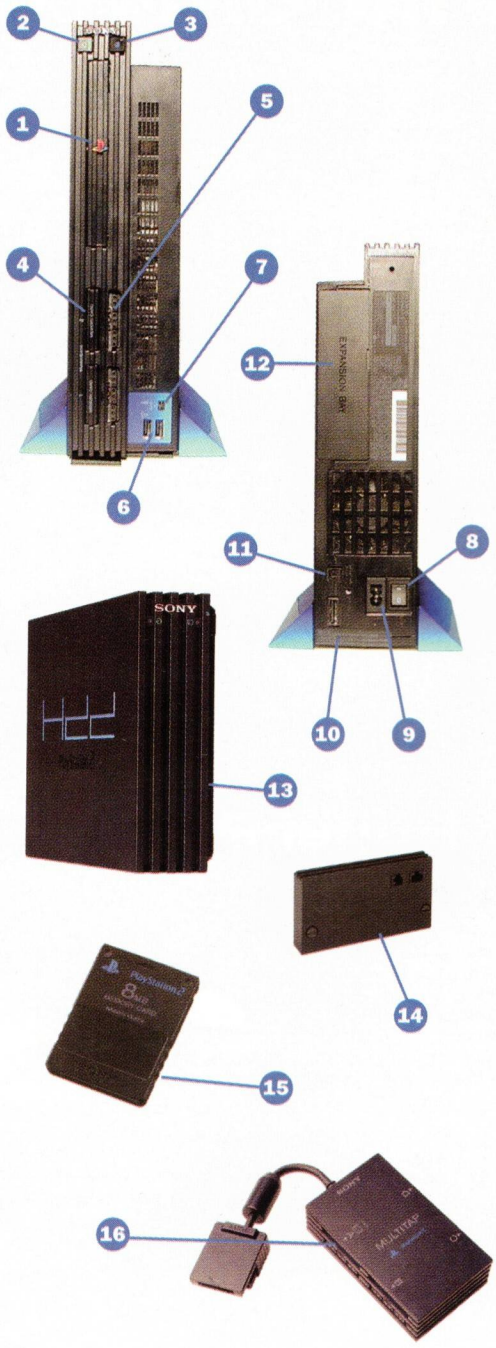
Miscellaneous

- 2 Controller Ports
- 2 Memory Card Slots
- Analog AV Output: Composite, S-Video, Component
- Audio Output: Digital Optical Out for Dolby Digital and DTS
- IEEE1394 i.LINK
- Universal Serial Bus (USB) x 2
- 36.8688 MHz or 36.864 MHz (Selectable) I/O Processor (32-bit PlayStation CPU) with 2MB IOP Memory
- Broadband Enabled: PS2 Network Adapter (add-on)
- Modem Enabled: PS2 Network Adapter (add-on)
- 40 GB Hard Drive (add-on)
- Vertical and horizontal stands (sold separateley)
- Hypnotic blue light

Weight and Dimensions

- Weight: 5 lbs., 5 oz.
- System Dimensions: 3" (H) x 12" (W) x 7" (D)

Price: $299.99

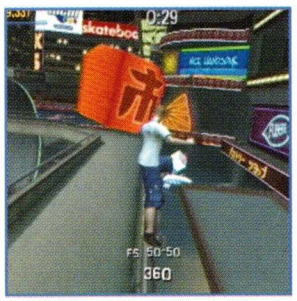


1. **Disc Tray**
   Place the DVD or CD of your choice in this automatic tray.
2. **Standby/Reset Button**
   Press button lightly to restart PS2. Press longer to put system on standby.
3. **Eject Button**
   Press to open tray.
4. **Two Memory Card Slots**
   Memory Card slots for saving game info.
5. **Two Dual Analog Controller Ports**
   Input slots for controller devices.
6. **Two USB Ports**
   An input for USB compatible devices, such as a mouse, camera, keyboard, joysticks, and steering wheels.
7. **S400 i.LINK Connector**
   Connects multiple PS2s to enable multiplay beyond four players in some games.
8. **Main Power Switch**
   The hard power switch.
9. **AC In**
   The slot for connecting the power cable.
10. **AV Multi Out**
    A slot for connecting the audio/video cable to the TV.
11. **Digital Out (Optical)**
    Used primarily for connecting to an audio system for digital sound, including Dolby Digital 5.1 and DTS surround sound for use with DVD movies and some games.
12. **Expansion Bay**
    This large bay fits the HDD (Hard Disc Drive).
13. **Hard Disc Drive (HDD)**
    The HDD fits into the Expansion Bay at the back of the PS2. In future games, it will enable storage of data for larger games, faster load times, and downloading of additional game data. (Japanese version shown)
14. **Network Adaptor**
    The Network Adaptor fits onto the back of the HDD. This additional peripheral enables online network play for either a 56k analog connection or Ethernet broadband connection.
15. **Memory Card**
    The standard issue PS2 Memory Card holds 8 MBs of data, and contains MagicGate technology to protect and encrypt online data.
16. **Multitap**
    The black PS2 Multitap enables up to four players (five if using the second port on the system) to vie in a game simultaneously.

THE CONTROLLER

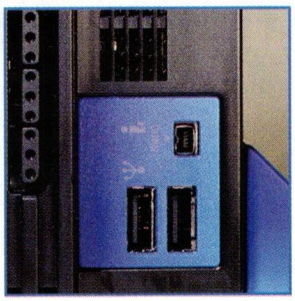
The Dual Shock 2 controller proves that if it isn't broke, there's no reason to fix it. Sony's revised and enhanced controller enjoyed a couple of years of success with the original PlayStation before solidifying its status as the company's design for the long haul. The comfortable grips suit almost any pair of hands, and the twin analog sticks have proven more and more versatile as developers come up with new ways to use them.

Of course, Sony didn't keep things completely static with the transition to PlayStation 2. Aside from the snappy black finish, the Dual Shock 2 also sports eight pressure-sensitive buttons (two sets of four, used for everything from GT3's variable acceleration to Solid Snake's quick-draw), and the redesigned analog sticks have a little more resistance for added precision. From size to specs to the tried-and-true feel of it, this is the all-terrain vehicle of console control pads.



Tony Hawk's Pro Skater 3

Dave Zd-ico


USB and i.LINK ports

PS2 OUTLOOK

By the the time this issue is made available to the public, Sony will have likely released its Network Adapter and Hard Disc Drive add-ons for PlayStation 2. With these two tools, PS2 owners will have the ability to enter into the online world of games and multimedia. Initially, online games will be few and far between, with *Tony Hawk's Pro Skater 3* being the first of the truly mass-market titles to ship with online capabilities, but you can expect this aspect of the system to become more and more important as we move into 2002 and beyond.

With the Network Adapter and HDD, the possibilities of the PS2 are endless. Gamers can expect an increase in online compatible games, others meant to be played completely online, like the massively multiplayer online games that are now popular on the PC, and even games that are played in an episodic nature like weekly television shows. Plus, by using both the Network Adapter and HDD in conjunction, it'll be possible to update games and not force the user to pay full price for the same game with some enhancements. This could be perfect for sports games where a mid-season update with new rosters and player stats would be really appealing.

In addition to playing games online, the prospects of Internet connectivity may also grow to include downloadable movies and music, plus everything else that's standard with an online connection, including Web browsing, e-mail, and so on. Sony already has made major partnerships with companies such as America Online and Macromedia, so you know that this isn't something that it'll ignore.

Beyond just the Internet connectivity, the PS2's breadth of expansion ports allow for even more possibilities with the console. With the USB ports, it's possible to connect other peripherals to the system, including a mouse and keyboard or even a digital camera, which can then be used to do things like enable gamers to scan and import their own faces or pictures into games. The USB and i.LINK ports can also be used to connect multiple PS2s to each other for LAN-based gaming, and while this hasn't yet been used to its fullest potential, you can expect it to become more popular as companies begin to make more online titles.

It's also worth noting that the PS2 already has a massive worldwide installed base, which means that it more than likely will stick around for the long run. Software companies simply cannot ignore a user base that's already in the tens of millions.

SPECS

PS2

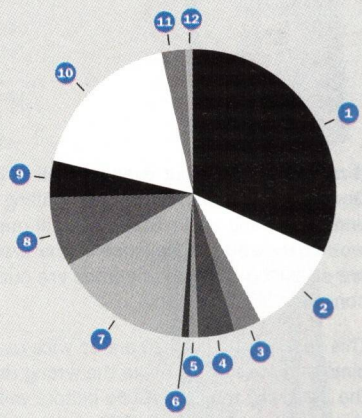
Pros

- Backwards compatibility with majority of original PlayStation software.
- #1 sports system around.
- Massive, well-rounded software library.
- Plays DVD movies out of the box.
- HDD/network adapter available for online connectivity.

Cons

- PS2 has only two controller ports.
- HDD/network adapter add-ons add up.
- Jaggies! Jaggies! Flicker! Flicker!
- What's a "disk read error"?

Genre Breakdown



1: Action - **2:** Adventure - **3:** Fighting - **4:** Other - **5:** Platform - **6:** Puzzle - **7:** Racing - **8:** RPG - **9:** Simulation - **10:** Sports - **11:** Strategy - **12:** Wrestling

TOP 10 PS2 GAMES
of the holiday season

It may sound silly, but even with all of the excitement of Nintendo's GameCube and Microsoft's Xbox filling everyone's heads with happy energy, owning a PlayStation 2 still makes so much sense. When we look at the sheer excellence of the system's lineup this season, we are surprised that these games are out in only the first year of the console's lifespan.

This season, the choices are so wide-ranging and attractive that it's almost impossible to make the wrong decision on PlayStation 2. Even the Xbox and the GameCube editors will agree with us in saying that this is the year of Sony's PS2. Action fan? *Devil May Cry* or *Grand Theft Auto III* should fit the bill. Sports maniac? EA's ridiculously good *Madden NFL 2002, FIFA 2002, NCAA Football 2002,* or *NHL 2002* are all worth their weight in scooties. RPG fan? *Baldur's Gate: Dark Alliance* or *Final Fantasy X* (due in early 2002) should do it. Racing fanatic? We have three words for you: *Gran Turismo 3.* Platform nut? Naughty Dog's *Jak and Daxter: The Precursor Legacy* is numbingly addictive, deep and enjoyable. Or if you love the old-school stuff, get *Klonoa 2.* Adventure lunatic? *Ico, Silent Hill 2, Metal Gear Solid 2: Sons of Liberty,* and *Soul Reaver 2* should be more than enough. They're all triple-A titles.

Every one of these games, plus a second-string lineup three to four games deep in every genre, makes the PlayStation 2's roster unbeatable. Developers have figured out how to beat the console's initial obstacles with clever programming, fashioning alias and flicker free code, and get down to creating original titles and sequels that best their predecessors. Yeah, sounds like the stuff of a gooey fanboy dreamer, but the games speak for themselves, and they're remarkable.

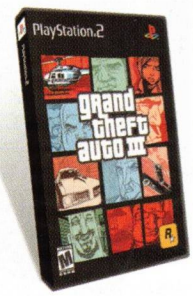
スクーティズ

DEVIL MAY CRY ::

Publisher: Capcom | **Developer:** Capcom | **Genre:** Action | **Release Date:** 10/17/2001 |
Street Price: $49.99 |**ESRB Rating:** M

Capcom's arcade origins have shone through again, and this in the most surprising of ways. *Devil May Cry*, never ever planned as a coin-op game and envisioned by Shinji Mikami of *Resident Evil* fame, however, merges classic streaks of arcade action with stunning control and single-player incentives. The level of pure action is reminiscent of the best action-arcade games ever, but presented entirely in a new way. With stunning macabre graphics running at 60 fps, and a likeable character who embodies the word "cool," *Devil May Cry* is an evolution of *Resident Evil*, but takes Capcom's latest and greatest, Onimusha, and bests it by miles. The fixed camera angles, borrowed from *Resident Evil*, aren't even noticeable, and combined with the auto-targeting, and an absolutely kick-ass combination system, *Devil May Cry* is one of the year's best, if not the best game of the year, on any system.

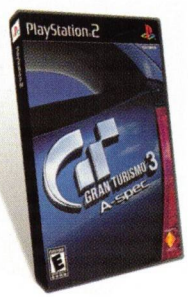
GRAND THEFT AUTO III ::



Publisher: Rockstar Games | **Developer:** DMA | **Genre:** Action | **Release Date:** 10/23/2001 |
Street Price: $49.99 | **ESRB Rating:** M

Never big fans of the Grand Theft Auto series before, we here at IGN have definitely made a 180-degree turn when we first saw and played *Grand Theft Auto III*. DMA's ideas have always been great, but the delivery was simply flawed. Not so in *GTA3*. DMA has carried over the hilarious one-liners, dark humor, and action-packed mayhem brilliantly into the 3D world, adding more of every element from the first games, and creating totally new challenges, control, camera perspectives, and more. The gameplay can be described in turns as a hybrid action-racing game with RPG elements to a mammoth colony of mini-games including racing, shooting, and adventure aspects. However one looks at *GTA3*, it's a huge, intense, long-lasting game that takes your lead character from the humble beginnings as a lowly thug to a "Made Man" in the Mafia. It's violent and dark at times, but it's brilliant.

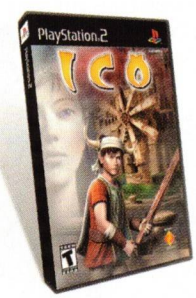
GRAN TURISMO 3 A-SPEC ::



Publisher: Sony Computer Entertainment America | **Developer:** Polyphony Digital | **Genre:** Racing |
Release Date: 07/10/2001 | **Street Price:** $49.99 | **ESRB Rating:** E

Even though *GT3* has been out since July, Polyphony Digital's masterpiece still stands as the best racing game available for PS2, or any other console for that matter. Thus it's still a perfect game to get for a racing fan for the holidays, assuming that he or she doesn't already own it. *GT3* features state-of-the-art graphics, more than 190 licensed cars from manufacturers such as Dodge, Honda, Nissan, Toyota, Ford, Mercedes-Benz, and Chevrolet, and enough gameplay modes and races to keep one busy for literally hundreds of hours. And do you want to know what's the best part? The amazing graphics, massive car list, and different game modes are just a small fraction of what makes this game so great. *GT3's* best feature is an astoundingly accurate physics model that helps make it the ultimate driving simulator. If you only have room for one driving game in your library, it should be *GT3*.

ICO ::



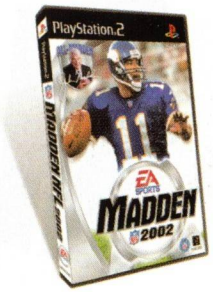
Publisher: Sony Computer Entertainment America | **Developer:** Sony Computer Entertainment Inc. | **Genre:** Adventure |
Release Date: 09/18/2001 | **Street Price:** $49.99 | **ESRB Rating:** T

Ico has almost come out of nowhere to become one of the best adventure games of the year. If you're looking for a pure adventure with more of an emphasis on atmosphere, storyline and puzzles than combat, then look no further than this wonder from Sony. It tells a story of a young boy, named Ico, who is locked away into an ethereal castle and must try and escape his surroundings while also helping out a scared girl he encounters who seems to be in a similar predicament. Through the use of ultra-fluid character animation, wondrous lighting, and atmospheric sound, *Ico* thrusts players into a magical world that they'll feel truly exists. Since it doesn't rely on that much combat – the fighting in the game consists primarily of swinging a stick or sword at these shadow beasts – and instead focuses on puzzle solving, it's also a game that can be enjoyed by gamers of all ages.

JAK AND DAXTER: THE PRECURSOR LEGACY ::

Publisher: Sony Computer Entertainment America | **Developer:** Naughty Dog | **Genre:** Platform |
Release Date: 12/11/2001 | **Street Price:** $49.99 | **ESRB Rating:** E

Jak and Daxter is a strange, wonderful game that demonstrates that Naughty Dog is truly capable of surpassing its Crash Bandicoot origins. A seamless, load time-free, action/adventure game starring two likeable characters, Jak and his morphed friend Daxter, the game invites players to delve into a stunning 3D universe unlike any they've seen before. While players are put on a task to collect items, one never feels forced into the goals, thanks to the fluid gameplay and never-redundant obstacles. If the spot-on control and Disney-esque animation don't hook you in right away, the sheer size and beauty of the worlds will do it. Players hop, jump, and collect, but they also swim, ride hovercrafts, and crazy flying birds called Flut-Fluts, and meet a village of amusing characters. Totally organic and lush in its design, Naughty Dog's cleverly designed culmination of familiar gameplay elements consistently feels unique and new at its core.



:: MADDEN NFL 2002

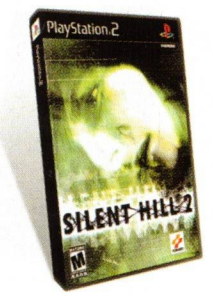
Publisher: Electronic Arts | **Developer:** Tiburon | **Genre:** Sports | **Release Date:** 08/21/2001 | **Street Price:** $49.99 | **ESRB Rating:** E

EA Sports' latest release in its long-running, highly successful, and well-regarded NFL football franchise, *Madden NFL 2002* stands as what might be its best ever. And even if one already owns *Madden NFL 2001*, which was released when the PlayStation 2 launched last year, it's worth picking this one up because it features a bevy of substantial improvements over last year's game above and beyond the standard updates to stats, rosters and ratings. The game has been improved on just about every single level. For one, the passing game has been finely tuned and offers more realistic play that requires the player to be more precise in the timing of the passes because of the improvements in defensive back artificial intelligence. There are also a ton of new character animations, the player movement is much more fluid, and there are more gameplay features than any diehard sports fan could ever want.

:: METAL GEAR SOLID 2: SONS OF LIBERTY

Publisher: Konami | **Developer:** Konami JPN West | **Genre:** Adventure | **Release Date:** 11/13/2001 | **Street Price:** $49.99 | **ESRB Rating:** M

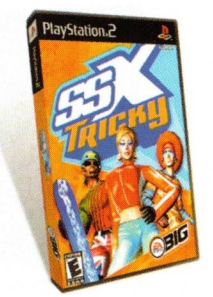
Hero? Soldier? Cloned-off killer? Whatever questions surround special agent Solid Snake's identity this season, one thing is clear: he's the hottest ticket in games. *MGS2* has been the most anticipated title among gamers for more than a year, and for good reason: Director Hideo Kojima's vision of stealthy espionage action and unrelenting cinematic impact has been brilliantly realized on PS2. The experience of watching this game is equaled only by the experience of playing it – it's the smooth synthesis of movie and game that's proven so hard for so many to achieve. There is probably not a more convincing representation of reality in any game. Not necessarily because the game looks real, but because the direction, effects, and design come together to create something that feels real. And the reality of finding yourself in Snake's role – saving the world from nuclear Armageddon, anyone? – is as cool a feeling as you could ask for.



:: SILENT HILL 2

Publisher: Konami | **Developer:** Konami TYO | **Genre:** Adventure | **Release Date:** 09/18/2001 | **Street Price:** $49.99 | **ESRB Rating:** M

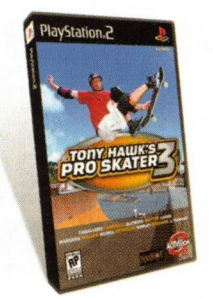
Nothing but horror. That is what the creators of *Silent Hill 2* wanted to make, and they have succeeded. It's hard to think of an experience, in games or other media, that touches so many instinctive fears – the dark, the unfamiliar, the inhuman, the all-too-human. Mixed in with the awful visions of the Other in this game are equally unsettling reflections of ourselves, or at least things that are just enough like us to terrify. *Silent Hill 2* may seem much like its predecessor – hapless fellow returns to town and finds evil there. The new game is a far more complex piece of work, though, in its Byzantine story and murky psychosexual dimensions, and the PS2 allows a comparable depth of shading in its visuals. This is not a game for the young, or those who might resist its difficult controls, but those seeking a work of horror will find none better.



:: SSX TRICKY

Publisher: Electronic Arts | **Developer:** EA Canada | **Genre:** Sports | **Release Date:** 11/13/2001 | **Street Price:** $49.99 | **ESRB Rating:** E

When the PlayStation 2 launched in the United States on October 26, 2001, the critics agreed that the system's best launch game was *SSX*. It was received so well, in fact, that the developers over at EA Canada wanted to release a special edition of the game on DVD format that was to be called *SSX: DVD* and feature some minor tweaks and enhancements. The list of minor tweaks and enhancements kept growing and growing, though, and the title moved from being a simple special edition to what's considered to be a full-blown sequel. Now called *SSX: Tricky*, the game features completely new tracks and boarders to go along with the old characters and completely revamped and renovated tracks from the original. If you already own and love the original, *Tricky* is still worth picking up. And if you don't own the original and are looking for the best snowboarding game around, this is it.



:: TONY HAWK'S PRO SKATER 3

Publisher: Activision | **Developer:** Neversoft | **Genre:** Sports | **Release Date:** 10/30/2001 | **Street Price:** $49.95 | **ESRB Rating:** T

This may become the biggest seller of the year, and no shame if it does. Neversoft brings skateboarding action into the next generation with massive new levels, beautiful graphics, and painful attention to detail. This is the game *Tony Hawk* has always been, and some might be wary of what could be more of the same, but rest assured that there is far more to do, see, and skate than there ever has in *Tony Hawk's* past. There are more tricks, naturally, and the Revert maneuver closes the gap between vert and street. In theory, the quick-fingered can combo the length of any level. The amount of space in places like Los Angeles and Tokyo makes that a tall order, though, and interactive stages give you more to do than just grind and manual – you can even start your own earthquake if you like. *Tony Hawk* still owns this genre, and that's not likely to change any time soon.

1: Maximo; *2:* Xenosaga; *3:* TimeSplitters 2; *4:* Final Fantasy X *5:* Stuntman; *6:* Virtua Fighter 4; *7:* Soul Calibur 2; *8:* Tekken 4; *9:* State of Emergency

The PlayStation 2 is having one of the most amazing holidays any game system has ever seen, but the world doesn't end with the turn of the year. The year 2002 promises another wave of amazing titles in all different genres, as the industry's best developers log even more time and talent on Sony's black bookend. These are some of the games that we know will be turning heads next year, even if we're not sure exactly when they're coming or where they'll be coming to. Don't make too many long-term plans around these names, but do make sure you know them.

HOT PICKS FOR 2002

coming to playstation 2

:: FINAL FANTASY X

Publisher: Square EA | **Developer:** Squaresoft | **Genre:** RPG | **Release Date:** 01/2002 | **Street Price:** TBA | **ESRB Rating:** T

If it were to be released this year, then Square's latest installment in its heralded *Final Fantasy* series, *Final Fantasy X*, would be a shoe-in for our list of the top 10 must-have games for the holidays for PlayStation 2. As is, the game will be released in January 2002 and will instead be an early favorite for the 2002 game of the year for PS2. *FFX* is shaping up to be one of the most memorable games in the series and considering that this is the best RPG franchise in the world in the minds of many gamers, this isn't going to be a title to pass up.

:: FINAL FANTASY XI

Publisher: Square EA | **Developer:** Squaresoft | **Genre:** MMORPG | **Release Date:** 03/2002 | **Street Price:** TBA | **ESRB Rating:** T

Along with the release of *Final Fantasy X*, fans of Square and RPGs in general will also have to keep an eye out for the company's next release in the series, the massively multiplayer online RPG, *Final Fantasy XI*. *FFXI* will be the series' first completely online game and it will enable gamers from across the world to play with and against each other in a fully realized Final Fantasy world. If online gaming on consoles is to flourish, this game could play a key role in making it happen. Eager fans can expect this one to come out in the early half of 2002.

:: MAXIMO: GHOSTS TO GLORY

Publisher: Capcom | **Developer:** Capcom | **Genre:** Action | **Release Date:** 01/2002 | **Street Price:** $49.99 | **ESRB Rating:** T

With the remarkable Devil May Cry, you'd think that Capcom would wait just a little bit before delivering another blockbuster. But that's just not the case. Maximo, developed by the in-house Capcom Digital Entertainment team, is a revelation in 3D gameplay that feels like the best of 2D platform/action games. With dozens of interactive levels, deep gameplay, and a character who loses his clothes when he's low on life, this will be one of those titles that you won't be able to pass up in the early part of 2002. It's like eating taffy or chocolate for the first time - refreshing, addictive, and happy-making. Yes, happy-making, a word we created just for Maximo.

:: SOUL CALIBUR 2

Publisher: Nameco | **Developer:** Namco | **Genre:** Fighting | **Release Date:** TBA | **Street Price:** TBA | **ESRB Rating:** T

Soul Calibur, by general assent, is the greatest 3D fighting game ever made and is still considered by many to be the best game that was ever released for Sega's Dreamcast. That leaves the hardest of all possible legacies for its upcoming sequel to live up to. It's still nothing more than speculation and screenshots at this point, but hopes remain high considering what Namco is capable of. Fan-favorite characters like Sophitia, Astaroth, Taki, and Nightmare are on their way back to the fabled stage of history, making this a highly-anticipated game for fans of the original and those that just love 3D fighters. It's also coming to both Xbox and GameCube, so it'll be interesting to see how well the three versions compare.

:: STATE OF EMERGENCY

Publisher: Rockstar Games | **Developer:** Vis | **Genre:** Action | **Release Date:** 01/2002 | **Street Price:** $49.99 | **ESRB Rating:** M

Due for release in the first half of 2002, Rockstar Games' State of Emergency is best described as an urban riot simulator set in a near future world. You take part in a riot against the oppressive, and fictional, American Trade Organization (ATO), and your objective is to destroy things and help wreak havoc to weaken them and eventually take them down. With more than 100 characters on screen at once and a multitude of objects and weapons at your disposal, including shotguns, bazookas, rocket launchers and machine guns, plus some silky smooth graphics, State of Emergency will be one of the year's best action games for PlayStation 2.

:: STUNTMAN

Publisher: Infogrames | **Developer:** Reflections | **Genre:** Action | **Release Date:** Q2 2002 | **Street Price:** TBA | **ESRB Rating:** T

There's nothing quite like a great smash-'em-up racing game, and the kings of the Driver series are back with a whole new angle on breaking stuff with your car. In Reflections' Stuntman, players take on the role of a ground-level movie stuntman who works his way up as a car-driving specialist for C, B, and finally A-quality movies. The gameplay is like Driver, only highly specialized, and involving serious repercussions. What makes this game so inviting is the pure variety of gameplay, vehicles, and landscapes, and the incredibly complex and versatile physics engine. Stuntman is an extreme driving fanatic's dream-come-true and if it lives up to our expectations, which we're pretty confident that it'll do, it could be among the best games of 2002.

:: TEKKEN 4

Publisher: Namco | **Developer:** Namco | **Genre:** Fighting | **Release Date:** TBA | **Street Price:** TBA | **ESRB Rating:** T

Namco promises the fight of your life in this one – a bold claim in the packed fighting market of 2002, which will see new releases in at least three different major 3D fighting franchises. Tekken has proven an enduring name, though, and the fourth Iron Fist Tournament features far more new game elements than any other. Movement in every direction is possible, and walled arenas exert subtle pressures on each fight. New characters bring new styles of play, too, from boxer Steve Fox to Vale Tudo grappler Craig Marduk. It's the most popular 3D fighting game franchise in the US and there's no reason to think that this will change any time soon.

:: TIMESPLITTERS 2

Publisher: Eidos Interactive | **Developer:** Free Radical | **Genre:** Action | **Release Date:** Q2 2002 | **Street Price:** TBA | **ESRB Rating:** M

Although the Free Radical team was quick to create a notable first-person shooter for the PS2 launch, it wasn't quite as good as we had all hoped, especially as a single-player game. And the former team that helped create GoldenEye knew it, which is why TimeSplitters 2 is going to be everything (and more) that its predecessor wasn't. Free Radical is in the midst of creating a deep single-player experience with multiple objectives, an even better four-player mode, and an even more robust level editor. It's hard to resist, too, because everything is running at a rock-solid 60 frames per second. Believe us, this one has unlimited potential.

:: VIRTUA FIGHTER 4

Publisher: Sega | **Developer:** AM2 of CRI | **Genre:** Fighting | **Release Date:** TBA | **Street Price:** TBA | **ESRB Rating:** T

One of the biggest bombshells in videogame history landed when we learned that Sega's flagship fighter was coming to PlayStation 2. It's running in arcades on the Naomi 2, but AM2's console of choice is now made by Sony. VF4's creators have promised a perfect arcade to home conversion, and long-time fans should enjoy the shift towards a VF2-esque style of play. Meanwhile, the graphics can't let anyone complain – for now, it's easily the best-looking fighter around. It definitely has a lot of competition in the fighting genre, on PlayStation 2 and competing next-generation platforms, but Sega's fighter can't be overlooked.

:: XENOSAGA

Publisher: Namco | **Developer:** Monolith Soft | **Genre:** RPG | **Release Date:** TBA | **Street Price:** TBA | **ESRB Rating:** TBA

If you remember Square's Xenogears, or even if you don't, keep close tabs on Xenosaga, a role-playing game from the creators of that PlayStation cult hit. Headed up by director Tetsuya Takahashi and featuring many of the same talent (including ace composer Yasunori Mitsuda, conducting the London Philharmonic Orchestra), this space opera features an epic story and everyone's favorite: lots of giant robots. Real-time 3D graphics bring original anime-style character designs to life with remarkable fidelity. Final Fantasy X will probably garner the most mainstream attention, but we're almost certain that Xenosaga will be able to carve a very powerful niche of its own in the 2002 RPG landscape.

Even after such an incredible year in 2001, Sony's red-hot PlayStation 2 has much more to offer. With more than a one year lead over the GameCube or Xbox, you can be sure that developers know all the ins and outs of programming for the PS2, and 2002 is destined to be one of the best years for PlayStation 2 games so far. Make sure to follow up on **http://ps2.ign.com** for constant updates to all these games, tons of high-resolution screenshots, movies, and more. Oh, and there may also be videos of Dave Z dancing to Britney Spears music. Try and find them, if you dare.

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DREAMCAST HARDWARE

SPECS

CPU: 128-bit Hitachi SH4 RISC CPU

- Operating frequency of 200 MHz at 360 MIPS/1.4FLOPS

Graphics Processor

- NEC PowerVR Second Generation
- 8MB video memory
- Rendering functions: Anti-aliasing, Alpha Blending, Environment Mapping, MIP Mapping, Bilinear Filtering

Audio Processor

- Yamaha Super Intelligent Sound Processor
- Simultaneous voices: 64
- Sampling frequency: 48 Khz
- 3D Audio: Yes
- 2MB sound memory

Operating Systems

- Customized Sega OS
- NAOMI based hardware
- Designed to run a Microsoft Windows CE for titles that utilize the Windows OS.

Main Memory

- 16MB main memory (26MB total system memory)

Disc Drive

- 12x (maximum) proprietary Yamaha GD-ROM (Gigabyte Disc)
- Storage Capacity: 1GB
- DVD movie playback: No
- CD music playback: Yes

Miscellaneous

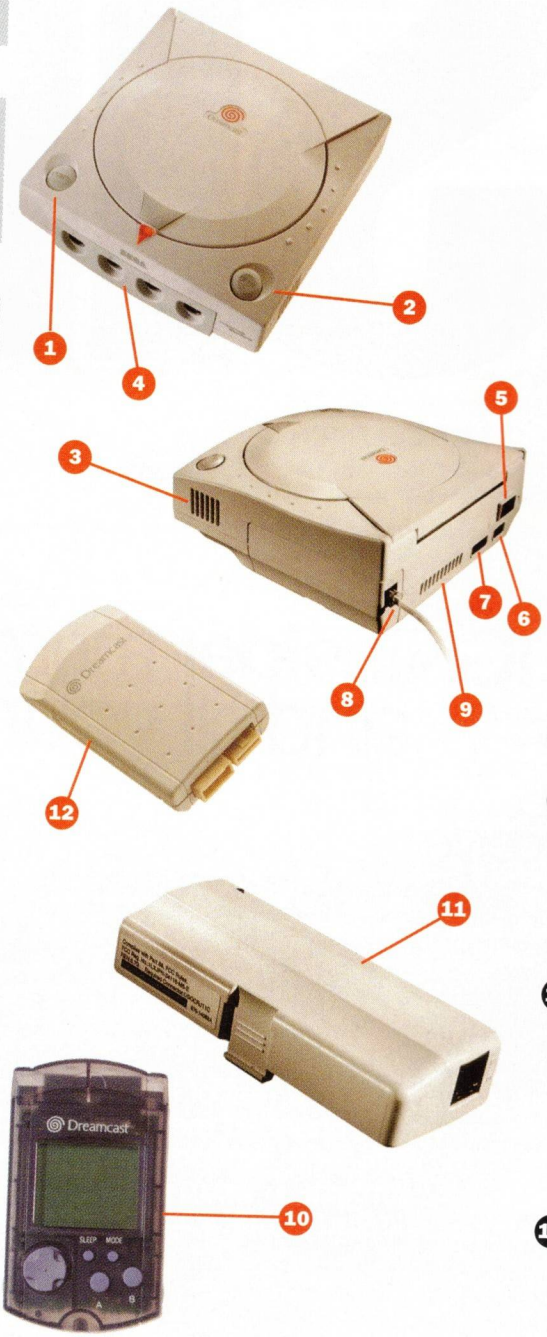
- 4 Controller Ports
- 2 Memory Card Slots Per Controller
- Built-in 56Kbps Modem - Upgradeable to Broadband Adapter (sold separately)
- Analog AV Output: Composite, S-Video, VGA Support (add-on required)
- Serial Port
- Liquid-crystal display PDA (add-on) - used for game data backup, data exchange, and mini-games.
- Built-in 56Kbps Modem - upgradeable to Broadband Adapter (sold separately).
- Also included: modular telephone cord, Dream Passport Internet access software.

Weight and Dimensions

- Weight: 4lbs., 6 oz.
- Dimensions: 3.1" (H) x 7.5" (W) x 7.7" (D)

Price: $79.99

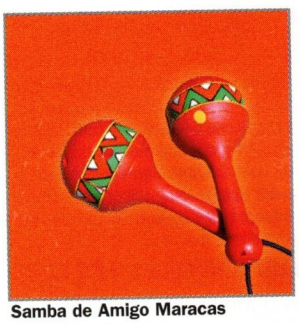
Buy this system if... you are on a budget. At its reduced price, the Dreamcast is a steal considering the wealth of awesome games available for the system. Although ports of Dreamcast titles and original titles from Sega are appearing on other consoles, sometimes it's best to play the games on the system they were originally meant for. It might be hard to swallow the fact that you're going to buy a system knowing full well that it's better days are at an end, but if you enjoy videogames at all, you should definitely own a Dreamcast... it's that simple.



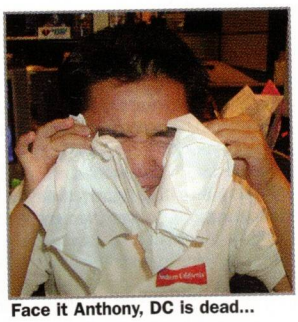
1. **Power Button**
   Press this button to power up or down the Dreamcast.
2. **Open Lid Button**
   Press to open lid and place GD-ROM or CD of your choice.
3. **Vents**
   Multiple ventilation holes to cool the system
4. **Four Controller Ports**
   Input slots for controller devices.
5. **AC In**
   The slot for connecting the power cable.
6. **AV Multi Out**
   A slot for connecting the audio/video cable to the TV.
7. **Serial Port**
   Used for miscellaneous connections to various Dreamcast compatible devices (i.e. Neo Geo Pocket Color, DC Karaoke Machine, etc)
8. **Modem Line Port**
   Used to connect modular telephone cord to owner's phone line for online browsing and gameplay.
9. **Back Vent**
   Keeps system from overheating.
10. **Visual Memory Unit (VMU)**
    A necessary item in order to save and trade game data. The VMU features its own LCD screen and controller buttons for the ability to play mini-games downloaded from selected Dreamcast titles. The LCD exchange, or transfer screen, is also used for several Sega Sports titles.
11. **Dreamcast Broadband Adapter**
    Sure, surfing the Internet and playing games online with the standard Dreamcast Modem is pretty nice, but why drive a Honda when you can drive a Ferrari? Offering full 10BASE-T and 100BASE-TX compatibility, the Broadband Adapter works with almost all broadband ISPs. (Note: Does not support all Dreamcast online titles)
12. **Jump Pack**
    For those that really want to get into the game, the Jump Pack delivers. Feel every explosion in Ooga Booga or every whiplash inducing table in NFL 2k2.

THE CONTROLLER

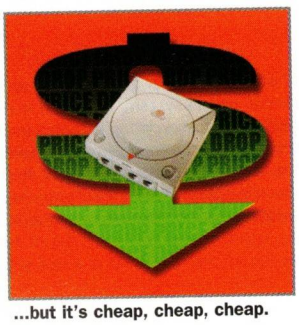
Slightly based on the Sega Saturn analog controller, the four face buttons (A, B, X, and Y) on the Dreamcast controller are positioned well, but the triggers are a bit low and may cause some cramping while playing racers or other games that use the triggers frequently. A big plus is the digital pad. While the majority of games today use the analog controls, you can't play a fighting game without a good digital pad. The Dreamcast D-pad is one of the best in terms of comfort and size when compared with controllers on other systems.



Samba de Amigo Maracas



Face it Anthony, DC is dead...



...but it's cheap, cheap, cheap.

DREAMCAST OUTLOOK

Okay, stop laughing. Yes, there's not much of a future for Sega's white wonder, especially since software support is basically gone after March 2002. Does that mean the Dreamcast is not worth owning? Absolutely not! Consider this: for $79.99 you get the base system with controller and all the necessary accessories. The Dreamcast library contains some of the most unique and innovative videogame titles for any system, and a great majority of the titles are very inexpensive – you can find many awesome Sega titles like *Crazy Taxi* for under 20 dollars. Sure, you can play a half-decent version of *Crazy Taxi* on the PS2, but can you go online and enjoy some of the best sports titles in the videogame business today? Not yet, at least. With that in mind, with Sega's new multi-platform strategy, you will see new Sega titles on other systems... but not *Skies Of Arcadia*, not *Ooga Booga*, and certainly not *Samba De Amigo*!

Speaking of online, Sega's online gaming provider, SegaNet, has been dissolved. But the well-known Internet provider Earthlink has stepped up to the plate and will take care of Dreamcast's future online gaming needs. This will ensure that even new Dreamcast owners are able to enjoy the wonderful online features that most of the Sega Sports titles offer. Furthermore, join the online console RPG revolution with Yuji Naka's *Phantasy Star Online*, that has won international awards all over the world. Even if you don't feel like gaming online, you can browse away on the Internet as the Dreamcast is the only console currently with online capabilities. While the software line-up looks bleak for the Dreamcast after this Christmas, *NHL 2K2* hockey is still on track to be released early next year and there are very strong indications that Sega is planning some sort of special "farewell" Dreamcast title that will really knock your socks off. So, what does the future hold in store for Dreamcast owners? You'll gain access to some of the best looking and playing videogames, have the only system that you can play online games with, and most of all, you'll be saving a lot of money. So if it's a lean year for you this Christmas, support our Sega and get your Dreamcast today!

SPECS

Controller

- Eight-way directional pad
- Two analog triggers
- Analog thumb stick
- Four digital buttons
- Two slots for VMUs or Jump Pack (rumble)
- Groove for routing the cable vertically
- 6.75 foot cord
- Controllers ship in multiple colors (red, blue, green, yellow, black)

DREAMCAST

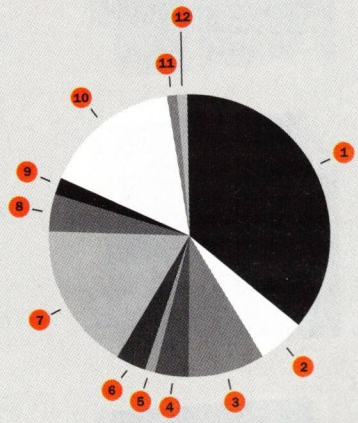
Pros

- Excellent and extensive library of software.
- Established online gameplay network.
- Available for $79.99 (cheaper than PlayStation One).
- Many Sega titles are exclusive to the Dreamcast (well, at least for now).

Cons

- Software support will end March 2002.
- Online gameplay only available for a few select titles.
- The system fan is noisy.

Genre Breakdown



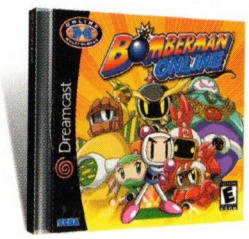
1: Action - **2:** Adventure - **3:** Fighting - **4:** Other - **5:** Platform - **6:** Puzzle - **7:** Racing - **8:** RPG - **9:** Simulation - **10:** Sports - **11:** Strategy - **12:** Wrestling

TOP 10 DC GAMES
of the holiday season

Despite what many think, there are still a good number of titles for the Dreamcast this holiday season. Granted, there are not a whole lot of them, especially when you compare it to the avalanche of PlayStation titles, but unlike the PS, all the holiday titles for the Dreamcast are definitely top-notch quality. It's sad to say this, but the technologically inferior PlayStation will probably outsell the Dreamcast this holiday season – despite the fact that the PS one is currently selling at $99.99. When you have awesome titles like *Shenmue, Skies of Arcadia, Crazy Taxi, Virtual On Oratorio Tangram, Soul Calibur, Virtua Tennis*, the Sega Sports line-up ... it just boggles the mind that there aren't more Dreamcast owners.

Let's also not forget that many of these titles will have online play, and that's definitely something you can't get on PS one. Unfortunately, since SegaNet is no longer providing the online gameplay service for the Dreamcast, you'll have to either go to Sega's preferred online support – Earthlink – or another ISP. What about Broadband Adapter compatibility? Unfortunately, none of the games below support the Broadband Adapter, but you'll find that this accessory is one really hard DC peripheral to find now, anyway.

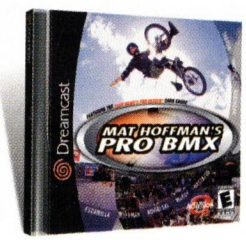
The following is a list of new holiday titles that Dreamcast owners should definitely pick up because these will probably be among the last Dreamcast titles to come out ever. With the exception of NHL 2K2 (due out in late January 2002) and Propeller Arena (postponed indefinitely), there's not much left, so grab what you can now!



:: BOMBERMAN ONLINE

Publisher: Sega | **Developer:** Hudson | **Genre:** Action | **Release Date:** 10/16/2001 | **Street Price:** $39.99 | **ESRB Rating:** E

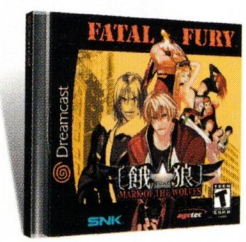
The father of all multiplayer games finally appears on the Dreamcast, and although this is the first and last time we'll see Bomberman on the system, Sega and Hudson are making sure it's one to be remembered. Using the visual technique known as cel-shading seen in such games as *Jet Grind Radio, Bomberman Online's* gameplay hasn't changed much – drop bombs and detonate opposing Bombermen to smithereens. To ensure hours and hours of gameplay fun, *Bomberman Online* comes complete with lots of stages, five exciting battle modes, a create-your-own Bomberman option, and of course, online play. By the way, we're hearing some interesting rumors that you may be able to play this game online with more than four players! For this holiday season, Dreamcast owners will have a blast [insert rimshot here].



:: MAT HOFFMAN'S PRO BMX

Publisher: Activision | **Developer:** Treyarch | **Genre:** Sports | **Release Date:** 09/12/2001 | **Street Price:** $39.99 | **ESRB Rating:** E

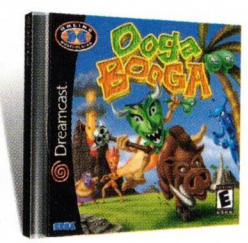
The Condor takes flight on the Dreamcast. Utilizing the extremely powerful engine from *Tony Hawk's Pro Skater* and taking it up a few notches, Activision delivers a solid extreme BMX action in *Mat Hoffman's Pro BMX*. Although a port of the PlayStation version, the Dreamcast game looks better than its PS brother, and controls like a charm. There are tons of variations in grinds and some death-defying stunts that will have you gasping for air. While you're at it, check out the H.O.R.S.E-like two-player mode as well as the *design your own park* feature. All the big names in extreme BMX sports are here including Joe "Butcher" Kowalski, Rick Thorne, Cory Nastazio, Mike "Rooftop" Escamilla, and many others. Even the Hawk himself appears in the game! So if performing a 720 Superman without the nicks, cuts, or burns of extreme BMX sounds good to you, grab some big air with *Mat Hoffman's Pro BMX*.



:: MARK OF THE WOLVES

Publisher: Agetec | **Developer:** SNK | **Genre:** Fighting | **Release Date:** 10/16/2001 | **Street Price:** $39.99 | **ESRB Rating:** T

In the 2D fighting world, SNK is heralded as one of the few videogame companies that has kept this dying genre fresh and exciting. Although the company has made several awesome 2D fighting games in the past, *Mark Of The Wolves* may be SNK's finest 2D fighting game ever – and that's saying a lot. Incredible 2D animation, wonderfully designed characters, and spectacular special attacks combine to deliver one of the best 2D fighting action on any system. *Mark of the Wolves* utilizes a unique defensive blocking system that rivals the complexity of any other fighting game. Combine that with a sick amount of play mechanics and you've got one 2D fighter Dreamcast owners cannot pass up. Besides, this might be the last chance for 2D fighting games to leave their mark on the Dreamcast.

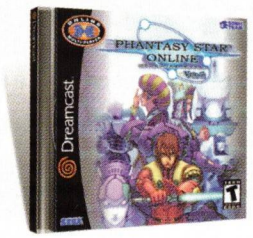


:: OOGA BOOGA

Publisher: Sega| **Developer:** Visual Concepts | **Genre:** Action | **Release Date:** 10/16/2001 | **Street Price:** $29.99 | **ESRB Rating:** E

Buying into a new franchise that's not known in the mainstream of videogaming may be a tough thing to do – but for the love of all that is holy in videogames, every Dreamcast owner must own Ooga Booga. This is one of the best multiplayer games across all platforms, and definitely the best on Dreamcast. Choose from four different Kahuna tribe leaders and wage jungle warfare upon each other to gain the praise of the volcano goddess, *Ooga Booga*. We're not talking about tiger traps here, folks – you use an assortment of spells, awaken Tiki statues to aid your battle, and take advantage of the native animals (no, not in that way) to accomplish your goals. Awesome visuals, lightning-fast gameplay (and framerate for that matter), and the best online gameplay in a Dreamcast game means you owe it to yourself to do voodoo on the Dreamcast this holiday.

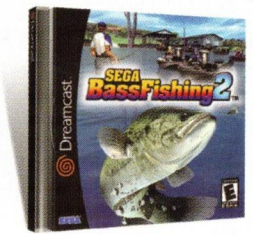
PHANTASY STAR ONLINE VERSION 2 ::



Publisher: Sega | **Developer:** Sonic Team | **Genre:** RPG | **Release Date:** 09/26/2001 |
Street Price: $39.99 ($15.00 for 3 months to play online) | **ESRB Rating:** E

As the first MMORPG (that's massively multiplayer online role-playing game) on a home videogame console, *Phantasy Star Online* broke new ground in terms of gameplay, online connectivity, online chat functions, and visual style. *PSO Version 2* improves upon the idea by adding over 70 new unique items and weapons, a new difficulty setting, and most of all, online battle modes. *PSO* players will be able to fight each other to see who truly is the master *PSO* player (or one with no life ... take your pick) and all within the safety of Sega's improved online servers. Sure, you have to pay a fee ($15 for three months), but that small sum is well worth the gameplay experience and new online buddies you'll meet when you step down on Ragol once again.

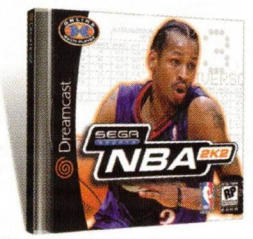
SEGA BASS FISHING 2 ::



Publisher: Sega | **Developer:** Wow Entertainment | **Genre:** Sports | **Release Date:** 10/26/2001 |
Street Price: $29.95 | **ESRB Rating:** E

Many have tried and most have failed at making digital fishing fun, but if anyone can do it, Sega can. *Sega Bass Fishing* introduced an exciting arcade feel to the sport of fishing, and *Sega Bass Fishing 2* continues the traditional while adding a lot of depth to the game. While reeling in and catching "the big one" stays true to the arcade style, preparing where to go, watching the weather, checking the water depth, and keeping track of the seasons are all simulation elements added to give the Dreamcast owner a much more realistic fishing experience. Although you really can't praise the visuals too much in a fishing game, you probably won't find a finer looking and playing fishing game than *Bass Fishing 2*.

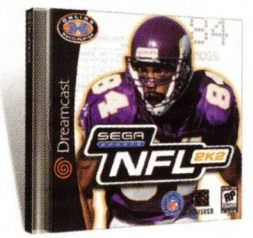
SEGA SPORTS NBA 2K2 ::



Publisher: Sega | **Developer:** Visual Concepts | **Genre:** Sports | **Release Date:** 10/26/2001 |
Street Price: $39.99 | **ESRB Rating:** E

While the fight for football supremacy has yet to be decided, there's only one basketball game anyone needs to own. Visual Concepts' *NBA 2K* has ascended to the upper echelon of sports gaming, delivering the true excitement of basketball to videogames like no other. And don't think VC will slack off with *NBA 2K2*; improved visuals, tons of new animations, and total revamp of the gameplay balance have made *NBA 2K2* faster and tons more fun. Players can now adjust their shot depending on how they contact the opposing defense, collision detection has been dramatically improved, and there are some great new character animations. And let's not forget the all-important online play that looks to dramatically improve over *NBA 2K1*. Advance to the next level of the game or be posterized for not owning *NBA 2K2*.

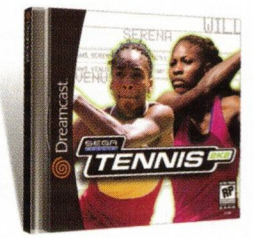
SEGA SPORTS NFL 2K2 ::



Publisher: Sega | **Developer:** Visual Concepts | **Genre:** Sports | **Release Date:** 10/26/2001 |
Street Price: $39.95 | **ESRB Rating:** E

For the longest time, Madden reigned supreme in the realm of videogame football, only to be halted by those freethinkers over at Visual Concepts with their anatomically correct football players, fast arcade pace, and online play. Suddenly, there was a choice for football with enhanced animation, improved collision detection, excellent commentary, and online play. *NFL 2K2* is no longer the underdog, but a competitor to become the king of football videogames. Significant gameplay improvements in the passing and running game, smarter CPU AI, new player modes, and enhancements to the online play are just a few of the elements added to make *NFL 2K2* the last and best Dreamcast football game.

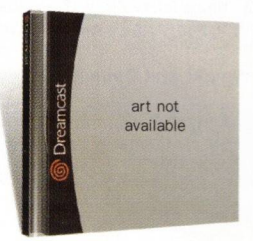
SEGA SPORTS TENNIS 2K2 ::



Publisher: Sega | **Developer:** Visual Concepts/Hitmaker | **Genre:** Sports | **Release Date:** 10/26/2001 |
Street Price: $29.95 | **ESRB Rating:** E

Who would've thought that a video tennis game would become one of the most addictive videogames around? Well, besides Hitmaker – the geniuses responsible for *Virtua Tennis* – no one did, and that makes *Virtua Tennis* on the Dreamcast that much more special. Of course, now that everyone has had a taste of fast-paced tennis action, there's a lot of anticipation for the sequel. Hitmaker isn't worrying about that as *Tennis 2K2* looks to ace the previous version with improved visuals, faster pace, and many of the well-known names in the sport of tennis. And let's not forget the fact that you can make your own tennis player and train him or her in various mini-games to take on the world's best players. No, you won't find Anna Kournikova here, but you can make her and train her just the way you like. Yeah, that's right.

SHENMUE 2 ::



Publisher: Sega | **Developer:** AM2 | **Genre:** Adventure | **Release Date:** 12/04/2001 |
Street Price: $39.99 | **ESRB Rating:** T

The Dreamcast epic continues as Ryo travels to Hong Kong in pursuit of his father's murderer. As evidenced by the first *Shenmue*, Yu Suzuki knows every minute trick in developing for the Dreamcast that allows him to get the maximum output of visual splendor. This makes *Shenmue* one of the most spectacular looking titles on any platform. The mixture of 3D fighting sequences, puzzle solving, and a wonderful story intertwine to form one of the most unique and refreshing videogame experiences ever. There's always the question of whether we'll see a next generation console version of *Shenmue 2*, but why take the risk on missing out on one of the most unique Dreamcast titles to be released? Will Ryo finally face-off against his father's killer in a martial arts battle to the death? Find out this winter...

GBA HARDWARE

Buy this system if... you find yourself on the road a lot, or with plenty of idle time outside the house. The system is a perfect size that makes it easy to toss in a bag or in a back pocket, so it's not a hassle to get in your gaming fix beyond the television. You'll love the multiplayer aspects of this system too, because everyone gets their own view of the action. And, of course you have the ability to get into a game while sitting on the can...

SPECS

CPU: 32-bit RISC-CPU + 8-bit CISC-CPU

- Embedded Memory: 32 Kbyte + 96 Kbyte (in CPU)
- 32-bit ARM RISC-CPU for GBA games
- 8-bit CISC-CPU for GB/GBC games

Display and Graphics

- Reflection (non-backlit) TFT Color Liquid Crystal
- 240x160 pixels resolution
- 32,768 possible colors (511 simultaneous colors in character mode; 32,768 simultaneous colors in bitmap mode)
- Effects: Alpha Channel, Sprite Scaling and Rotating, Background Scaling and Rotating, Parallax Scrolling

Audio Processor

- Z80 Sound Processor (for GB/GBC games)
- Built-in Speaker (mono)
- Stereo Headphone Output

Main Memory

- 256 Kbyte WRAM (external of CPU)

Media Format

- Proprietary GBA and GBC cartridge ROM format
- Maximum 256 Megabit (32MB) cart

Power Source

- 2 AA Batteries
- AC Adapter (sold separately)

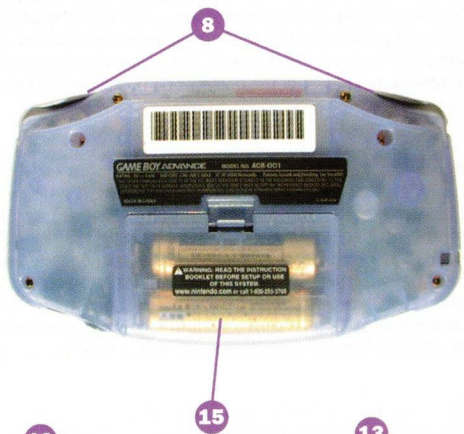
Miscellaneous

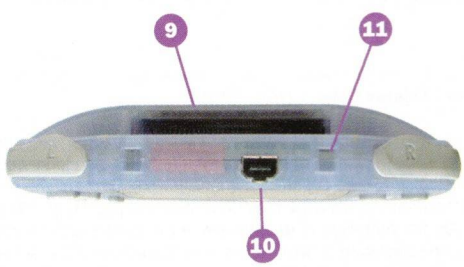
- Eight-way directional pad
- Four digital face buttons (A, B, Select, Start)
- Two digital L, R shoulder buttons
- Battery Life: 15 hours (AA)
- Software sleep mode to shut down system while game is in progress
- GBA Link Cable (optional) for 4-Player Link Play (GBA) and 2-Player Link Play (GBC) (sold separately)
- GameCube Link Cable for data transfer with GCN (sold separately)
- Card e-Reader for data input from printed material (sold separately)
- Various third-party add-ons available, including external lights, TV tuner, screen magnifyers, carrying cases, and more
- Ships in multiple colors (Glacier, Fuchsia, Indigo, Arctic, and more to come)

Weight and Dimensions

- Weight: 0 lbs., 5 oz.
- System Dimensions: 1" (H) x 5.6" (W) x 3.2" (D)

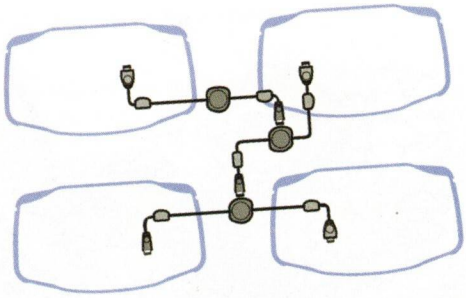
Price: $99.99





1. **Directional Pad** — Up, down, left, right. You need to control the game somehow, right?
2. **Start Button** — Mostly used to pause games in progress. But it does "start" games too.
3. **Select Button** — Not really used much in games, but it has been used as a supplimentary action button when needed.
4. **A and B Buttons** — The normal action buttons for every game.
5. **LCD Screen** — The "television" of the Game Boy Advance.
6. **Speaker** — Just listen...
7. **Power Light** — It lights up when the system is on...and turns from green to red when the batteries are almost dead.
8. **L and R Buttons** — Supplementary action buttons that put your index fingers to use.
9. **Cartridge Slot** — This is where your game goes when you want to play it. Fits GBA and GB/GBC cartridges.
10. **Link Port** — Connect the system to other Game Boy Advances or the GameCube through this port.
11. **Peripheral Notches** — These little holes secure some peripherals into place...including the GameCube to Game Boy Advance link cable.
12. **Power Switch** — Flip this switch to turn the power on.
13. **Headphone Jack** — Any pair of headphones with a 1/8" plug will work.
14. **Volume Control** — Turn it up, or turn it down.
15. **Battery Compartment** — Two AA batteries go here to power the system.

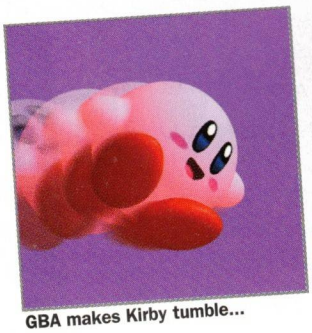
LINK CABLE PLAY



The Game Boy Advance's biggest strength is its ability to connect multiple players together in specific games – the original Game Boy and Game Boy Color both offered single system to system connectivity for two player competitions, but the Game Boy Advance and its specialized link cable allows for as many as four players to link up.

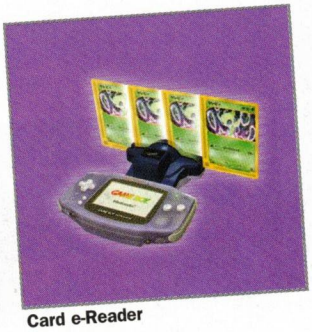
Nintendo has also created a way for certain games to connect systems together, even if only one player has a copy of the game. What happens is that a small version of the game is sent from the main system to all connected systems, which then boots up the connected Game Boy Advances so that everyone can get in on the action.

Single cartridge link is usually offered as a demo version of the actual link game – like a single track in a racing game, or a basic arena in a shooter. It's a great taste of what kind of fun you can be having with your buddies, but if you want to take full advantage of the games' multiplayer features, every system needs a copy of the game.



GBA makes Kirby tumble...

Linking up to GameCube



Card e-Reader

GAME BOY ADVANCE OUTLOOK

The Game Boy Advance is one of the least expensive gaming investments in the industry, and Nintendo is going to make sure that investment is taken as far as it can go. One of Nintendo's big future plans with the Game Boy Advance is to integrate the system with its big console brother. Through the use of a specialized cable, developers will be able to link the GBA with the GameCube, incorporating handheld and console games in a way that's never been done before.

Nintendo has at least two games in the works to put this connectivity to use. The upcoming *Kirby's Tilt 'n' Tumble* for GameCube, for example, will utilize a special Game Boy Advance cartridge with motion sensor. When the GBA is plugged into the GameCube, players will be able to maneuver Kirby in a 3D environment by rocking the handheld system back and forth, moving the pink ball around like a marble. And in *Animal Forest +*, the GameCube version will send a miniature program to the Game Boy Advance's internal memory through the cable, allowing players to take a hidden island with them and inhabit it as they would on the GameCube game. When the players return to their GameCube system, everything that they've done can be sent back to the console game and incorporated into the world. Players can even create custom icons on the handheld and send them back to the GameCube game as signs, wallpaper, and clothing.

Other companies will put the link feature to use as well. Sega's own Game Boy Advance version of Sonic the Hedgehog will interact with the GameCube *Sonic Adventure 2* through the cable, transferring specific character data from one version to the other. This will unlock hidden mini-games that, theoretically, only owners of the GBA title can play.

The Pokémon trading card game, while not as popular as it once was, is still going strong, and Nintendo will incorporate a new barcode onto the cards' edges in new editions of the game. These barcodes can then be scanned with a device called the Pokémon E-Card reader – this is a unit that plugs into the GBA system, and when the proper Pokémon trading cards are scanned into the device, the creatures' stats and info will be displayed on the GBA screen. Card combinations will unlock hidden mini-games, encouraging players to trade their collection with friends in order to open up the tucked away goodies.

SPECS

Craig Harris, IGNpocket EIC

- Just one guy
- New improved contact lenses (no more bulky glasses)
- Over 72 GBA units owned (and no, you can't borrow one)
- Now with more crankiness
- Two analog legs, two analog arms, one analog ferret
- One port for eatin', one port for poopin'
- Includes free pickles

GBA

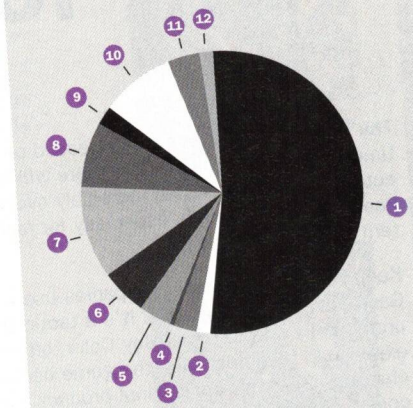
Pros

- Portable – take it anywhere.
- Long battery life.
- Less expensive than console systems.
- Plenty of game support from hundreds of companies.
- Four-player link capability.
- Can play every single game made for previous Game Boy systems.

Cons

- Technically weaker than console systems.
- Difficult to play in low-light conditions.
- Not all cartridges have battery save.
- A little uncomfortable for players with large hands.
- Third party games can be pricey.

Genre Breakdown



1: Action - **2:** Adventure - **3:** Fighting - **4:** Other - **5:** Platform - **6:** Puzzle - **7:** Racing - **8:** RPG - **9:** Simulation - **10:** Sports - **11:** Strategy - **12:** Wrestling

TOP 10 GBA GAMES
of the holiday season

The Game Boy Advance was released on June 11th, 2001. By the time the holidays roll around, there will be more than 70 games out on shelves. That's an incredibly overwhelming number of games to sort through, especially for folks buying a Game Boy system for the first time.

Keep in mind that many companies use well-known licenses to sell Game Boy Advance games. It's a tactic that's been employed most prominently on the Game Boy Color, often because of the high expense of manufacturing the game cartridges. Since some companies are afraid that an original product might not sell as many copies as one with a brand everyone's familiar with, it's just common sense that you're going to find more "branded" games than original ones. Just remember that even though the box has a Saturday-morning cartoon character on the cover doesn't mean that the game itself is any good.

In fact, the Game Boy Advance's track record in the original title category is surprisingly high – publishers who release a GBA title that doesn't depend on a "name" are usually confident that they've got a decent game on their hands. But again, this isn't a sure thing, so it's good to investigate a game before making the 30-40 dollar investment.

So, even though we can't break down every single one of the Game Boy Advance's 70+ games in its library, we've made sure that you know of some of the games that really should be added to your holiday shopping list. These are ten "sure things" in the Game Boy Advance's library – top-notch titles that will almost guarantee a happy gamer if one or more show up in their stockings.

ADVANCE WARS ::

Publisher: Nintendo | **Developer:** Intelligent Systems | **Genre:** Strategy | **Release Date:** 09/10/2001 |
Street Price: $29.99 | **ESRB Rating:** E

Since this list is by alphabetic order, it's just a coincidence that *Advance Wars* is on top... but after playing through this game, we have to say that it's quite possibly the Game Boy Advance's finest hour. It's not an action title, though. Instead, it's a strategy game where players (computer opponents included) take turns moving their troops across the land, attacking opposing forces to conquer the land. This game is a prime example of what every Game Boy Advance should have. It allows for four players to link up and battle it out, with or without each system having a copy of the game. It even features a cartography tool so that gamers can create maps and trade them with friends who have their own *Advance Wars* cartridge. This game has endless gameplay possibilities, and gamers will be playing this one for months.

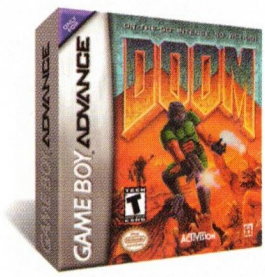
CASTLEVANIA: CIRCLE OF THE MOON ::

Publisher: Konami | **Developer:** KCEK | **Genre:** Adventure | **Release Date:** 06/11/01 |
Street Price: $39.99 | **ESRB Rating:** E

The Castlevania franchise has always been a popular series on every system it's been released on, from the original NES to the Nintendo 64 and PlayStation. The latest incarnation of the vampire slayer line was released with the launch of the Game Boy Advance, and it's one of the best titles in the series. You'll have to harness the hero's abilities to explore the massive castle as well as defeat the many different evil creatures hiding within. The game is admittedly a bit on the dark side visually to fit the style, which makes it hard to see some of the awesome graphic effects on the portable's LCD screen. Castlevania may seem more appropriate as a Halloween treat, but gamers will love it any time of the year.

DOOM ::

Publisher: Activision | **Developer:** David A. Palmer Productions | **Genre:** Action | **Release Date:** 10/24/2001 |
Street Price: $39.99 | **ESRB Rating:** T



The game that arguably popularized the whole first-person shooter genre has returned after more than a half-decade, this time in portable form for the Game Boy Advance. *DOOM* is the original fragfest, beginning its life on the PC and moving down the line for most game systems, and now it can finally be taken with you wherever you go. The Game Boy Advance version will have everything that made the game great – all the levels from the original, as well as a cooperative mode for two players, and a deathmatch option for four players through the use of the link cable. And, of course, all the aliens that you can turn into Swiss cheese with your guns. After all, that's what the game's all about, right?

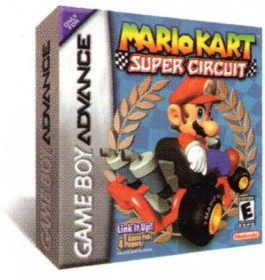
GOLDEN SUN ::

Publisher: Nintendo | **Developer:** Camelot | **Genre:** RPG | **Release Date:** 11/12/2001 |
Street Price: $29.99 | **ESRB Rating:** E

Role-playing games are an important fixture in any game system's library, since they're incredibly involving and last a good amount of time. *Golden Sun* has been in development for well more than a year now, and is one of the most anticipated RPGs of the system. *Golden Sun* has been developed by the same team responsible for the very popular Shining Force series on the Genesis, and it's obvious that the know-how learned from these games has been moved to the Game Boy Advance. *Golden Sun* will show Game Boy Advance owners just what's possible on the system, from its lush use of colors to its high-energy battle sequences with some of the most impressive magic effects this side of *Final Fantasy*. And, of course, the story itself will keep you enthralled throughout the adventure.

MARIO KART SUPER CIRCUIT ::

Publisher: Nintendo | **Developer:** Intelligent Systems | **Genre:** Racing | **Release Date:** 08/27/2001 |
Street Price: $29.99 | **ESRB Rating:** E



One of the most brilliant games released for the Super NES has been remolded and re-released on the Game Boy Advance, and it's just as good – no, wait, better – than the original. *Mario Kart: Super Circuit* builds on the existing kart-racing formula established in the first game and expands on it for the handheld, showing off the system's 3D-like capabilities to almost its maximum. Players will be able to take control of several of their favorite Mario Bros. characters, from Yoshi to Bowser to Mario and Luigi themselves, each with their own racing style and attributes. More than 40 courses are tucked away in this cartridge, some hidden, so it will be a long time before any GBA gamer sees everything this game has to offer. Finally, four players can join in on the fun, even if only one player owns the cartridge!

:: SONIC THE HEDGEHOG ADVANCE

Publisher: Sega | **Developer:** Dimps | **Genre:** Platform | **Release Date:** 12/15/2001 | **Street Price:** $39.99 | **ESRB Rating:** E

Yes, the Game Boy Advance is a Nintendo system, and yes, Sonic is Sega's "mascot." In case you missed the news earlier in the year, Sega has made the smart choice and will produce games for every system on the market. That means that the Game Boy Advance is going to get an adventure starring the blue hedgehog as one of the first games in the company's new deal. The GBA version will be a brand new design based on the classic Genesis gameplay, while adding a few new elements that are more akin to the Dreamcast Sonic series. Sonic will be able to "grind" down ledges to keep his speed ridiculously high, and players will be able to swap out characters and use other critters like Tails, Knuckles, and Amy. And through the use of the Link Cable, four players can enter a challenge mode to see who's the fastest.

:: SPYRO THE DRAGON

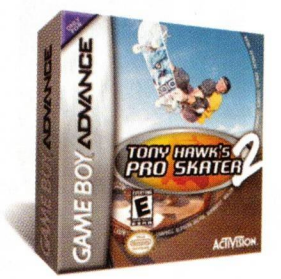
Publisher: Universal Interactive | **Developer:** Digital Eclipse | **Genre:** Action | **Release Date:** 11/07/2001 | **Street Price:** $39.99 | **ESRB Rating:** E

The purple dragon who's lived his first few years on the PlayStation is exploding off the big screen and shrinking down to fit in the palm of your hand. *Spyro the Dragon* is getting a handheld adventure this fall, bringing the series' platformer design to the Game Boy Advance. To mirror the original's feel on the portable, the developers have created an angled, isometric perspective to mimic a 3D world that Spyro can run, jump and glide through. Perform the necessary tasks and collect enough gems, and you'll be rewarded with a few hidden mini-games, including a level that sends the dragon in a 3D gliding challenge. One mini-game even puts you in control of Spyro's dragonfly buddy in a maze shooter that's similar to the old arcade game *Gauntlet*. No multiplayer here, but the single player adventure will be more than enough to keep any dragon lover busy.

:: TEKKEN ADVANCE

Publisher: Namco | **Developer:** Namco | **Genre:** Fighting | **Release Date:** 12/2001 | **Street Price:** $39.99 | **ESRB Rating:** E

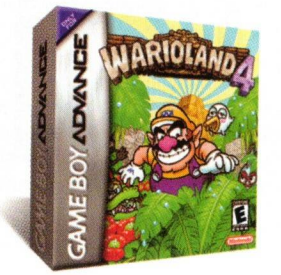
Namco's taking the huge plunge on the Nintendo handheld, showing off that the system has the right stuff by producing a handheld version of the company's biggest property. This is the first time the *Tekken* series has ever been moved off a PlayStation system, so it's a pretty special occasion for portable gamers. The Game Boy Advance version of *Tekken* will be a figuratively dumbed-down rendition of the console and arcade versions. The system doesn't have the horsepower to produce a 3D environment, so the developers are "tricking" the system with 2D effects to make the game look and feel as close to the original games in the series as possible. Unfortunately, a few main characters aren't going to make the cut due to the size of the cartridge, but one or two players will be able to duke it out with more than nine familiar faces through the use of the link cable and two copies of the game.



:: TONY HAWK'S PRO SKATER 2

Publisher: Activision | **Developer:** Vicarious Visions | **Genre:** Sports | **Release Date:** 06/11/2001 | **Street Price:** $3.99 | **ESRB Rating:** E

Though this is one of the first games ever developed for the Game Boy Advance, *Tony Hawk's Pro Skater 2* still remains one of the most impressive in the system's library of titles. The developers have actually shrunk down the original console version into a portable edition, and boy is it pretty. It's also a ton of fun as long as you don't let the relatively high learning curve intimidate you. Players will be able to skate around seven different locations, pulling off hundreds of moves and thousands of combinations, all the while collecting items and performing tasks that will unlock hidden locations, characters, and cheats. Everything that can be done in the console version can also be pulled off on the Game Boy Advance... and while that might not sound like much, believe us – it's an incredible feat.



:: WARIO LAND 4

Publisher: Nintendo | **Developer:** Nintendo | **Genre:** Platform | **Release Date:** 11/19/2001 | **Street Price:** $49.99 | **ESRB Rating:** E

Nintendo has yet to offer an original Mario game for the Game Boy Advance. But that's quite all right, since it gives the plumber plenty of rest and puts other big characters in the limelight, including Mario's nemesis Wario. This "bad guy" is up to his old tricks, raiding an ancient pyramid for all its treasures, and players will have to assume control of Wario so that he can get through all the rooms and score all the booty. It's not your traditional side-scroller, either, since players will have to utilize the enemies' attacks to their advantage to solve certain puzzles. Get stung by a giant bee, for example, and Wario will puff up and float to gain access to higher platforms. Of course, if enough dough is earned, a handful of mini-games will be unlocked for added fun.

SUPER NES VS GAME BOY ADVANCE

screenshot comparison

It's obvious that, when Nintendo went to the drawing board to produce the next generation handheld system now known as the Game Boy Advance, the development team looked back at the Super NES for a model of what should be done. The GBA has several elements that have been borrowed from the original 16-bit system, such as shoulder buttons and pseudo-3D effects like Mode 7, which makes the system ideal for developers to bring back their old Super NES games for play on the handheld.

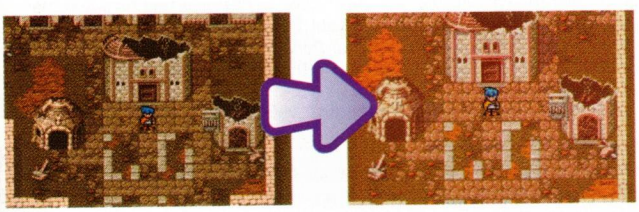
When the system was launched in June, Nintendo started the trend by releasing a portable conversion of *Super Mario Bros. 2*, titling it *Super Mario Advance*. The developers took the art assets from the Super NES edition, but moved around the enemies to make the game a lot more difficult to play... even for those who have already completed the original version. Majesco also jumped on the wagon during the system launch, releasing two direct Super NES ports: *Pitfall The Mayan Adventure* and *Earthworm Jim*. The company has also released *F-14 Tomcat* (a conversion of *Turn and Burn: No Fly Zone*), and will also produce *Earthworm Jim 2* in the next few months.

This holiday season gamers will also find Capcom producing SNES conversions for the GBA, most notably *Breath of Fire*, the popular role-playing game, and *Super Street Fighter II Turbo Revival*, the last true fighting game using the *Street Fighter II* name. And, of course, the two-player street brawler *Final Fight* will be on shelves by the time you read this.

Next year, Nintendo will produce several games that derive from Super NES games. Early in the year GBA gamers will get a conversion of the first SNES game ever produced, *Super Mario World*, titled *Super Mario Advance 2*. Later in the year, Metroid fans should be thrilled to see a sequel for the GBA, tentatively titled *Metroid IV*. And Nintendo has also promised other games from its library, including two that star the popular green dinosaur: *Yoshi's Island* and *Yoshi's Story*.

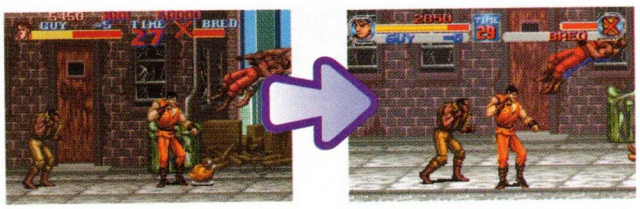
Other companies have a few stray series revivals that were extremely popular on the 16-bit console. Konami will be bringing back its shooter series this holiday season with an original title, *Gradius Generations*. Kemco's also re-releasing its shooter from the SNES days, *Phalanx*, as well as a quirky, angled platform game known as Crazy Chase originally released on the system almost a decade ago.

So how do these portable ports stack up to their console predecessors? Check out these comparison pics to find out. The SNES version is on the left, the GBA pics are on the right.

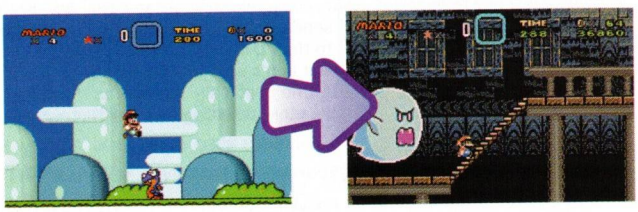


Hey, look! It's a Square game on GBA! Resolution Differences aside, the Capcom-published Breath of Fire is a pixel-perfect conversion of the SNES original.

The Game Boy Advance version of Earthworm Jim may look almost exactly like the SNES game, but the animation and control aren't as good.



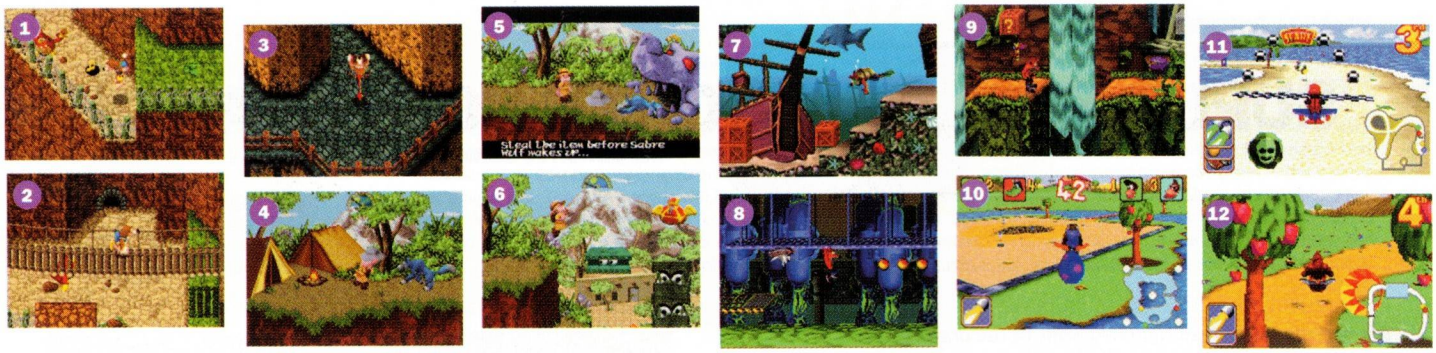
The GBA Final Fight One is actually a little better. All the characters are here and there's almost no slowdown.



Considered one of the best games of all time, Super Mario World returns in a pixel-perfect conversion on GBA as Super Mario Advance 2.

Pitfall: The Mayan Adventure on Game Boy Advance has been lightened up considerably – otherwise you'd get lost instantly.

Graphically, GBA's Super Street Fighter II Turbo Revival is on par with the Super NES granddaddy. If only it had those two extra buttons...



1-3: Banjo-Kazooie; *4-6:* Sabrewulf; *7-9:* Crash Bandicoot X/S; *10-12:* Diddy Kong Pilot

The fun doesn't stop after the holidays, either. This is only the beginning for the Game Boy Advance – game developers are just barely scratching the surface of what the system can do, so you're going to see a ton of innovative and graphically impressive titles released in 2002 and beyond. And as companies get more familiar with the hardware, new graphic and gameplay techniques are bound to surface. Even though the system has stunning games already available, next year is going to be even bigger!

HOT PICKS FOR 2002

coming to game boy advance

:: BANJO-KAZOOIE

Publisher: Nintendo | **Developer:** Rare | **Genre:** Platform | **Release Date:** Spring 2002 | **Street Price:** TBA

You'll be happy to hear that Rare will be releasing a Game Boy Advance version of the popular Nintendo 64 series *Banjo-Kazooie*, moving the 3D gameplay of the console version over to the 2D-friendly portable hardware... which means all of the bird-and-bear duo's special abilities can be pulled off on the handheld version. The GBA title is actually a sequel to the original game on the Nintendo 64, with the story unfolding as if the Nintendo 64 sequel never happened.

:: CRASH BANDICOOT X/S

Publisher: Universal Interactive | **Developer:** Vicarious Visions | **Genre:** Platform | **Release Date:** Spring 2002 | **Street Price:** TBA

Then there's Universal Interactive's *Crash Bandicoot X/S*. The company is breaking this marsupial out of the PlayStation arena and thrusting him onto the Game Boy Advance in the spring, and Tony Hawk GBA developer Vicarious Visions is making sure that the gameplay remains intact on the system. The game will move from side-scroller to a pseudo-3D environment throughout the game, just like Crash's previous console adventures.

:: TONY HAWK'S PRO SKATER 3

Publisher: Activision | **Developer:** Vicarious Visions | **Genre:** Sports | **Release Date:** Spring 2002 | **Street Price:** TBA

Activision is also working on the follow-up to one of the top 10 games on the system; *Tony Hawk's Pro Skater 3* is indeed coming out for the Game Boy Advance next spring, and the same development team responsible for the first GBA version has been brought back to work on the sequel. Though not much is known about the next-generation version, the game will be based on the same skateparks that will be introduced in the PlayStation, PlayStation 2 and GameCube versions of the game this year. We're also hoping for multiplayer modes and a create-a-player option, two items that were left out of the original for technical reasons.

:: DIDDY KONG PILOT

Publisher: Nintendo | **Developer:** Rare | **Genre:** Racing | **Release Date:** Spring 2002 | **Street Price:** TBA

Rare, one of Nintendo's biggest second-party developers, is also big on the Game Boy Advance, though you won't see much out of them until early 2002. The company is working on a racing game, entitled *Diddy Kong Pilot*, which features characters from its *Donkey Kong Country* franchise. The game will utilize a motion-sensor cartridge so that players can maneuver their plane in the 3D perspective just by tipping their systems.

:: MORTAL KOMBAT GBA

Publisher: Midway | **Developer:** Virtucraft LTD | **Genre:** Fighting | **Release Date:** Winter 2002 | **Street Price:** TBA

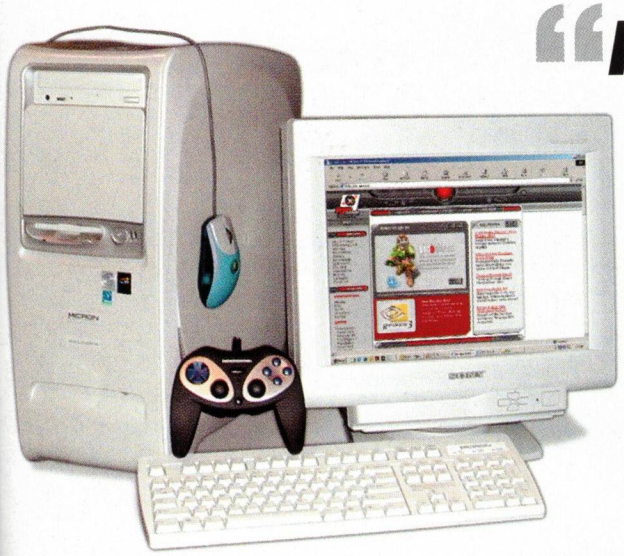
The classic fighter series from Midway, *Mortal Kombat*, will be making an appearance early next year as well. Though not much is known about what differences the Game Boy Advance version will have, we're sure that the company will utilize the existing library of *Mortal Kombat* games to produce the portable version, utilizing the same digitized actors and super violent animations that made the series so popular.

:: SABREWULF

Publisher: Nintendo | **Developer:** Rare | **Genre:** Adventure | **Release Date:** Spring 2002 | **Street Price:** TBA

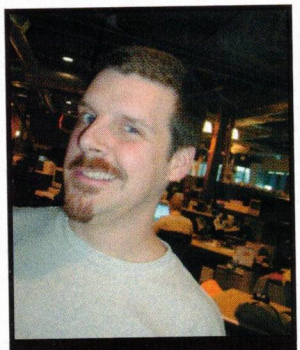
Rare is keeping busy – very busy. In addition to *Banjo-Kazooie* and *Diddy Kong Pilot*, Rare is also working on a remake of a game from the '80s, called *Sabrewulf*. In this action title, you play an explorer that's out to grab Sabrewulf's treasure, but you'll have to devise a trap for when the angry lupine comes chasing after you! The game's being developed by several key members of the original *Donkey Kong Country* SNES team, so expect some serious use of the Game Boy Advance hardware throughout the adventure.

As the holiday comes to a close, more titles for the system are started at the game studios, and since the development cycle for Game Boy Advance games is generally shorter than the rest of the industry's dev time, it's difficult to get a fix on GBA titles so far into the future. It's a good bet that, because these games aren't being rushed to make the holiday season, they're key players in what should be considered for purchase in 2002. But as always, you can keep track of each of the new titles entering development by checking out IGNpocket at **http://pocket.ign.com**.



"love em' AND hate em'"

With all the new consoles coming out, PC hardware isn't getting as much press; for the longest time, the only discernible blip on the horizon was the release of the GeForce 3 cards. Now that they've arrived, we've got to wait a while for the next big leap forward for the PC – although, as always, there are numerous smaller improvements in store for the platform between now and then. The current crop of consoles is slowly closing in on some of the PC's strengths (some say closing in on, others say trying to keep up with), but the PC still has a large advantage over the consoles. Let's take a look at what makes the PC so special...



No love here, we just plain HATE this guy!

- **WHY WE LOVE THEM...** The PC is still the home of two of gaming's biggest genres – first-person shooters and real time strategy games. The PC is also pretty much the only place where you can find really good simulations (although the console racing games are getting better and better). The PC also has a much stronger and more convenient online connection than your average console, which makes the growth of persistent state worlds and massively multiplayer games unique to the PC. **WHY WE HATE THEM...** But unless you've got a LAN and a few other systems handy, the PC isn't a great choice for party gaming. There are plenty of games that can be played by more than one person on the same machine, but multiplayer games on the PC are best played on separate machines since it's not always pleasant for four people to sit around a computer. Compounding this disadvantage is the fact that the PC is sorely lacking in fighting games.

- **WHY WE LOVE THEM...** The control scheme on PCs is very sophisticated. The keyboard and mouse offer a level of control and a range of commands that you just can't find on the consoles; this is why strategy and shooter games work so well on the PC. The addition of joysticks, steering wheels, and game pads means you can match the game with the appropriate controller. **WHY WE HATE THEM...** After buying all the various peripherals you'll need, you quickly realize that the most obnoxious disadvantage to the PC is its price. Even a budget PC (which we've already assembled and priced on the coming pages) will run you around a thousand bucks. When the cost of a console is much lower, the argument for PC ownership begins to look pretty weak.

- **WHY WE LOVE THEM...** Balanced against this limitation is the fact that the PC can stay on the cutting edge of technology. As better hardware becomes available, you can easily switch out a dated component for a new one. And while the brand new consoles are powerful, within six months of launch, they'll begin once again falling behind the latest PCs. **WHY WE HATE THEM...** Adding in the headaches of system compatibility and imprecise system specifications only makes things worse. Whereas a PlayStation title works on all PlayStations, a PC game will definitely not run the same way on different PCs. And although software engineers try to make a title as accessible as possible, on some systems, it may not even work at all. The involved bootup and install processes of the PC means delaying your gratification just a little longer than your console brethren, an especially troublesome fact for the lazy amongst us (all of us).

- **WHY WE LOVE THEM...** Excessive main memory and hard disks are big plusses for the PC. While consoles are beginning to branch out into internalized hard drives and external secondary storage, the monster drives on the PC are already able to store an incredible amount of information and retrieve it in a rapid fashion. Better still, extra memory means a PC can handle several tasks at once. **WHY WE HATE THEM...** Cause they lock up at the most inopportune moments. Like when you're right in the middle of writing your stupid Holiday Guide, for instance.

- **WHY WE LOVE THEM...** Hey, this is a gaming article, right? But there's no reason we can't pump up the PC for its other strengths. The connectivity and the keyboard and mouse interface are also ideally suited to browsing the Internet or chatting online. Anyone who's ever tried to type something with a keyboard on their lap or coffee table can appreciate the value of sitting at a desk. The fact that PCs can double as business or production machines means that they're not toys. Okay, it's a toy but not *just* a toy.

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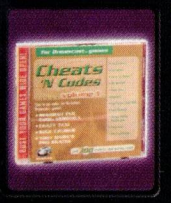

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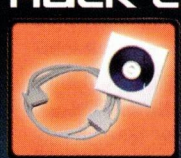

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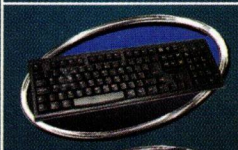

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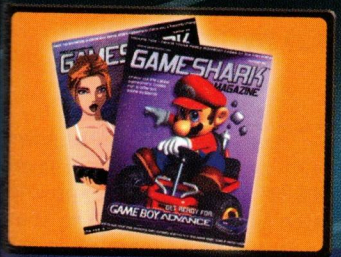

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PC HARDWARE

Looking to buy a PC, but you can never find what you want? Build your own! It's not that hard, and we've got a healthy rundown of both a high and low-end system for the Rich Uncle Pennybags, and the broke Tiny Tim alike.

BUDGET SYSTEM :: *($1115)*

'Tis the season of giving, but are you working over-time just to give all your hard earned greenbacks away? Is that special someone special, but not $4000 special? Contrary to popular belief, budgeting a computer certainly doesn't have to go hand-in-hand with sacrificing quality. With the prices of solid parts falling like pigeons exposed to L.A. smog, a financially savvy buyer can build his or her own high-end performance PC with minimal expenditure and associated headache. In fact, that's exactly the approach taken for our foundation, NVIDIA's nForce. Its integrated GeForce2 MX, Xbox quality audio processing unit, and advanced networking capabilities wrapped up in a speedy and affordable package make it irresistible to those wanting to milk their investment.

We also took the liberty of choosing the 1GHz Athlon and 256 MB of RAM to ensure a humming and smooth gaming experience through and through. A bit of splurging was done on the monitor, but when you're saving so much money on the overall package, why not treat yourself to the visuals only an iiyama can offer. Who wants to get their *Quake* on staring into a tiny 13" viewable screen, anyhow?

- Standard Case w/ 300 Watt Power Supply - $50
- NVIDIA nForce Motherboard - $140
- 1GHz AMD Athlon 1GHz CPU - $100
- 256MB PC266 DDR SDRAM - $50
- IBM Deskstar 60GXP 20GB Hard Drive - $100
- Mitsumi IDE CD-ROM Drive - $30
- TEAC Internal 3.5" Floppy Drive - $18
- iiyama Vision Master Pro 410 17" Monitor - $350
- Basic Labtec Speakers - $20
- Standard Keyboard - $15
- Logitech Optical Wheel Mouse USB - $20
- Sidewinder USB Game Pad - $50
- Microsoft Windows XP Home Edition- $200

And all for just over a thousand bucks! You know, the money you save here will finally allow you the opportunity to get that costly heart surgery you've been putting off because it bit into your computer and next-gen console fund. Heck, write it off as a work expense! Everyone needs a computer, and what entrepreneurial boss can deny something described by both the words budget and bargain? Especially if you promise to get them one too...

HIGH-END SYSTEM :: *($4225)*

Dim the lights, crank the speakers, open the windows, and show your neighbors the true meaning of subtlety...as loud as you possibly can. It may be a four thousand dollar system, but when you play your favorite games at 1600x1200 resolution with no slowdown and a sound system that would make a deaf man hear and a hearing man deaf, you'll understand why the dream system is indeed *the dream system*.

At its heart is a processor that can cook a whole turkey. An unholy amount of RAM has also been included to run any and all programs, because why not buy as much as you can afford in this time when RAM is cheaper than bottled water? It'll make you the one most envied, and is always a bonus when attracting a mate. Sparing no expense, we opted for the P4. While it barely manages to squeeze out the cheaper AMD solution, when money is no object, it's all about winning. It helps that titles also in development for the Xbox are far more likely to be optimized for the P4, and thusly more likely to outperform the same titles running on AMD systems.

- Pentium 4-compliant Case w/ 300 Watt Power Supply - $200
- Abit TH7-RAID Motherboard - $200
- Intel Pentium 4 2GHz CPU - $700
- 512MB PC800 RDRAM - $350
- 2 IBM Deskstar 60GXP 40GB Hard Drives (Level 0 striping RAID array) - $240
- Utobia 12X/40X DVD-ROM w/MPEG2 Kit- $160
- Plextor PlexWriter 16/10/40A CDRW Drive - $175
- TEAC Internal 3.5 " Floppy Drive - $15
- Hercules 3D Prophet III GF3 Titanium Video Card - $380
- Creative Sound Blaster Audigy Platinum eX - $250
- Linksys EtherLink XL PCI TX NIC - $60
- iiyama i20A True Flat 20" Monitor - $900
- Logitech Z-560 Speakers - $200
- Standard Keyboard - $15
- Logitech Cordless Mouseman Dual Optical USB - $70
- Saitek X-45 Joystick - $80
- Thrustmaster Firestorm Dual Power Game Pad - $30
- Microsoft Windows XP Home Edition - $200

It doesn't stop at the processor, though, as the rest of the system is comprised of awesome components: a GeForce 3 Titanium, because of its general graphical astuteness and again, the Xbox factor; sound and speakers to blow the roof off, a little level 0 striping RAID action for faster disk access than should be humanly possible, and even the top-of-the-line in mouse technology, Logitech's Dual Optical *rumble, rumble*. Did we mention the $900 True Flat iiyama monitor? You just can't beat twenty inches of *Return to Castle Wolfenstein*.

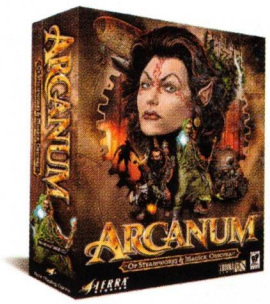
TOP 10 PC GAMES

of the holiday season

Trying to come up with just the right gift for the PC game player in your life is harder than it seems. Walk into any software store and you're instantly assaulted with hundreds of PC titles. So how do you separate the *Daikatanas* from the *Unreal Tournaments* of the world? We're kind of surprised (and a little embarrassed) that you even have to ask. The answer is simple: let us do the thinking for you!

Although this year saw the release of such big name titles as *Black & White* and *Max Payne*, the best is far from behind us. There are still a whole lot of titles to look forward to this year. With that in mind, the PC boys went out to a little cabin in Yosemite to do a little fishing, a little rock stacking, and to come up with a list of the two-dozen "must have" games for this holiday season. When they got back, they were told that they'd have to narrow it down to just ten essential titles for the holidays.

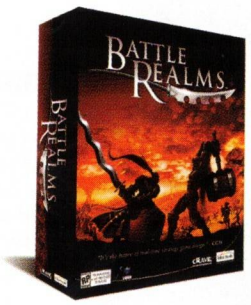
After a quick trip back up to the cabin (and a few untimely bear attacks) they managed to narrow the list down to ten best bets for pure gaming goodness for the time between now and the end of the year. The list isn't in any particular order (unless alphabetical is an order) so don't bother writing us about why your game is below another on the list. We've got enough aggravation as it is just trying to find the time to play all of these games (plus the ten others left at the cabin).



ARCANUM: OF STEAMWORKS AND MAGIC OBSUCURA

Publisher: Sierra | **Developer:** Troika | **Genre:** RPG | **Release Date:** 08/21/2001 | **Street Price:** $49.99 | **ESRB Rating:** M

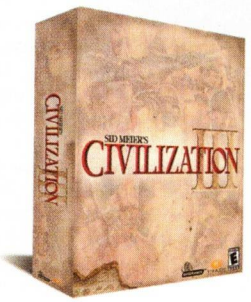
In some ways, *Arcanum* is pretty traditional. But when the traditions you're following are those that made the *Fallout* series such a success, then maybe being traditional isn't such a bad thing. But *Arcanum* does break with the standard role-playing convention in its remarkable setting. In a Tolkien meets James Watt approach, *Arcanum* features the standard fantasy elves and wizards set (isometrically, no less) in a world of steam-era technology. *Arcanum* is definitely a title that will be enjoyed by most gamers, particularly those that liked *Baldur's Gate* or *Planescape: Torment*.



BATTLE REALMS

Publisher: Crave Entertainment/Ubi Soft | **Developer:** Liquid Entertainment | **Genre:** Strategy | **Release Date:** 11/09/2001 | **Street Price:** $49.99 | **ESRB Rating:** RP

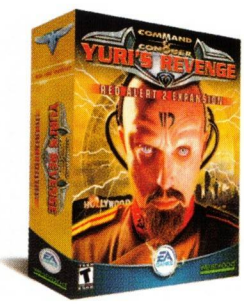
All day long Dan's like, "*Battle Realms* this, and *Battle Realms* that." In fact, Dan told us that he even wants to marry *Battle Realms*, if it will have him. While we think he shouldn't completely rule out the concept of a flesh bride, his choice of companion is hard to criticize. An Asian-themed, fantasy 3D real time strategy game already has enough words in the description to get people interested, but with *Battle Realms*, there's even more goodness waiting within the game. Various clans, an engaging story and loads of style ensure *Battle Realms* will be a worthwhile title for any fan of real time strategy.



CIVILIZATION III

Publisher: Infogrames | **Developer:** Firaxis | **Genre:** Strategy | **Release Date:** 10/30/2001 | **Street Price:** $49.99 | **ESRB Rating:** RP

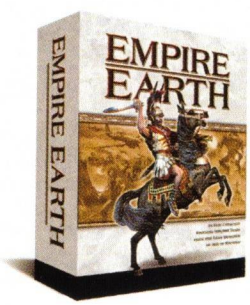
I don't understand anyone who isn't chomping at the bit (or is it champing?) to get their hands on this one. The list of games that have taken up as much of our time as the last two *Civilization* games is short indeed. Like all the great empire-building games before it, this next evolution of Sid Meier's classic 4X series starts you with a simple band of settlers at the dawn of civilization. From those humble beginnings you're charged with leading your people into the far future through military conquest, economic dominance or technological superiority. I suppose peaceful coexistence is also a possibility – I suppose.



COMMAND & CONQUER RED ALERT 2: YURI'S REVENGE

Publisher: Electronic Arts | **Developer:** Westwood | **Genre:** Strategy | **Release Date:** 10/09/2001 | **Street Price:** $44.99 | **ESRB Rating:** T

The best 2D real time strategy game of last year is due for some expandin' with *Yuri's Revenge*. The new game picks up where *Red Alert 2* left off (at least until some time machines are brought in and things get a little...complicated). Yuri has broken with his Soviet masters after the Allied capture of Moscow. He now poses a threat to both the Allies and the Soviets with his army of mind-controlled mutant soldiers. You can take the side of either the Soviets or the Allies as they try to crush his psychic army. Perfect for *Red Alert 2* fans (or anyone who has the first game).



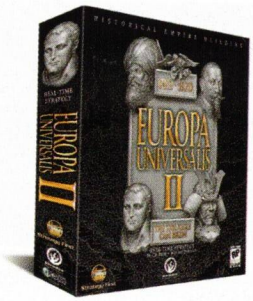
EMPIRE EARTH

Publisher: Sierra | **Developer:** Stainless Steel Studios | **Genre:** Strategy | **Release Date:** 11/13/2001 | **Street Price:** $49.99 | **ESRB Rating:** RP

This is another title on our list that has a lot of ambition. While *Empire Earth* isn't the first game to focus on war through history, it's the first that runs in 3D and in real-time. From simple spearmen to infantry squares to ironclad warships to the first jet-powered aircraft to futuristic mechanized robot soldiers, *Empire Earth* lets you unleash the armies of history on your unwitting enemies. Few strategy titles can really capture that sense of epic proportion. With all of history as a backdrop, *Empire Earth* more than fits the bill.

EUROPA UNIVERSALIS II ::

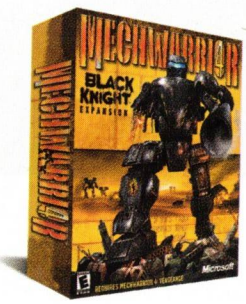
Publisher: Strategy First | **Developer:** Paradox Entertainment | **Genre:** Strategy | **Release Date:** 11/13/2001 | **Street Price:** $44.99 | **ESRB Rating:** RP



Strategy games often have to sacrifice details for breadth. But last year's *Europa Universalis* proved that you can have a sweeping historic, real time empire building game that doesn't compromise on the details. Over four hundred years of history are recreated in the sequel, from the battles of Joan d'Arc to the decline of Napoleon. During that period you and over 180 other countries will engage in the religious struggles of the Reformation and colonize new lands in the races for empirization. Establish policies of mercantilism or free trade in order to realize the greatest return on your foreign holdings. Decide how much to centralize your government and how much power you give to local leaders. Your country's stability becomes an important consideration as the choices you make will alienate or inspire your population. And given the profound cultural, linguistic and religious differences among the disparate members of your commonwealth, no single policy is sure to please everyone.

MECHWARRIOR 4: BLACK KNIGHT ::

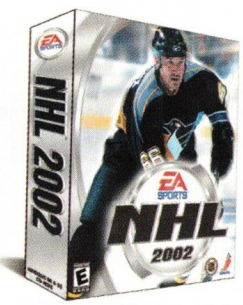
Publisher: Microsoft | **Developer:** Cyberlore Studios | **Genre:** Simulation | **Release Date:** 11/01/2001 | **Street Price:** $29.99 | **ESRB Rating:** E



It's hard to beat a gigantic metal robot suit piloted by ordinary human beings – unless of course you've got a gigantic metal robot suit too. Then you're in for some real fun. Flattening forests under your feet as you fire off missile after missile towards your enemy or engaging in up-close combat with laser rifles and machine guns in the city streets is even more fun than it sounds. The new expansion (you need the original *MechWarrior 4: Vengeance* to play) features five new mechs and a Black Market where you can trade the salvage your enemies so obviously wanted you to have. Oh, right, and the game is awesome in multiplayer too.

NHL 2002 ::

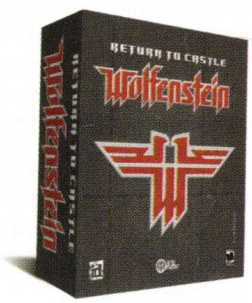
Publisher: Electronic Arts | **Developer:** EA Sports | **Genre:** Sports | **Release Date:** 09/18/2001 | **Street Price:** $39.99 | **ESRB Rating:** RP



We at IGN PC acknowledge the awesomeness of the PC format – but we've also all got fond memories of sitting around playing *NHL '94* on the Genesis. EA's NHL franchise has always been their best as far as we're concerned, and the 2002 version for the PC is no exception. Featuring complete rosters, smooth action and a cool new breakaway cam, *NHL 2002* is a must-have for any sports fan. The "Face in the Game" feature lets you import your own photos and see what you would look like as a hockey-playing hobbit, too. How can you beat that?

RETURN TO CASTLE WOLFENSTEIN ::

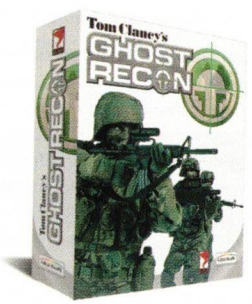
Publisher: Activision | **Developer:** Grey Matter Studios | **Genre:** Action | **Release Date:** 11/13/2001 | **Street Price:** $59.99 | **ESRB Rating:** M



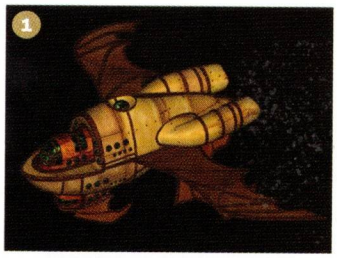
You've played the multiplayer demo. And if you haven't, what's your problem anyway? I'll tell you what your problem is – you haven't experienced the awesome effects of storming a beach defended and dominated by an imposing German bunker. And unless you pick up *Return to Castle Wolfenstein*, you'll miss out on all kinds of other fun – like shootouts with Nazi zombies in a posh chateau or hiding from tanks in bombed out towns. As a long overdue sequel to the granddaddy of all first-person shooters, *Return to Castle Wolfenstein* will be a welcome addition to any action gamer's library..

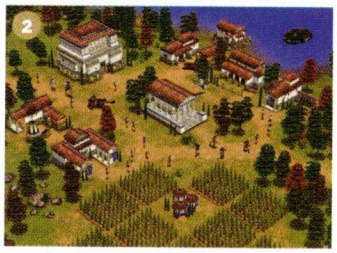
TOM CLANCY'S GHOST RECON ::

Publisher: Ubi Soft | **Developer:** Red Storm Entertainment | **Genre:** Action | **Release Date:** 11/13/2001 | **Street Price:** $49.99 | **ESRB Rating:** RP



Steve used to work for a guy whose wife used to be Tom Clancy's accountant, so there's no question of the latest Tom Clancy title's inclusion here. But even without the freakishly close and intimate relationship that Steve and Tom have, there's reason enough to include *Ghost Recon* on our holiday list. *Rainbow Six* took the first-person shooter to new levels of sophistication with unforgiving realism. *Ghost Recon* escalates things by moving the action to a more military setting and passing out rocket launchers and claymores. Beautiful outdoor vistas and team-oriented tactical action ensure this one will get lots of attention when it arrives.





1: Master of Orion; *2:* Age of Mythology; *3:* Medal of Honor; *4:* PlanetSide; *5:* Shadowbane

If you aren't exactly sure that you really want to spend that hard earned cash on any of the titles that are being released this holiday season, don't worry too much. There are a number of PC game titles to look forward to in the months following the happiest time of the year. Here are a few that you can look forward to seeing on store shelves from the beginning of next year through the end of Summer 2002. Look on and salivate at what will be.

HOT PICKS FOR 2002

coming to pc

AGE OF MYTHOLOGY

Publisher: Microsoft | **Developer:** Ensemble Studios | **Genre:** Strategy | **Release Date:** Spring 2002 | **Street Price:** $44.99 | **ESRB Rating:** RP

With the age of the superfluous RTS coming slowly to a close, the crème of the crop is starting to rise once again. Those with a flair for incredible gameplay and not just a little bit of creativity are going to succeed while their competitors pass into obscurity. *Age of Mythology*, the new 3D RTS from the folks that brought us the incredible *Age of Empires* series, combines their superior method of resource management and mechanics with the flair of some of Earth's more interesting mythological ideas. Make sure to keep your eyes peeled for this one next year.

BATTLEFIELD 1942

Publisher: Electronic Arts | **Developer:** Digital Illusions | **Genre:** Action | **Release Date:** Spring 2002 | **Street Price:** TBA | **ESRB Rating:** RP

You've heard plenty about these realistic wargames as of late – titles like *World War II Online* and *Operation Flashpoint*. Well now EA is trying to step into the ranks with another jaunt into World War II. Gamers will be able to fight across maps that cover all areas of the war such as the Europe, the Philippines, and North Africa. All the vehicles, from boats to B-17s, will be usable in matches that include up to 64 players at a time. It looks like the level of detail is going to be very in-depth, with large maps and realistic terrain. Of course, some good teamwork will be necessary for success in multiplayer games. Those that like the single player experience won't leave disappointed either as 16 levels will ship with the game.

COMMAND & CONQUER : RENEGADE

Publisher: Electronic Arts | **Developer:** Westwood Studios | **Genre:** Action | **Release Date:** Early 2002 | **Street Price:** $44.99 | **ESRB Rating:** T

This one is of some special interest to those of us that have been playing the *Command & Conquer* series since its inception back in the early '90s. Known for games that had popularized real time strategy and resource management, it was pretty interesting to hear that the folks at Westwood would be bringing C&C into the first person as an action shooter. Some of the big draws will be a slew of interesting multiplayer options created using ideas from the RTS genre and the chance to see the units and buildings that were always tiny pixelized affairs now in full and glorious 3D. You'll even be able to run inside all of the buildings you've seen in the various *C&C* games. What we've seen of the game tells us that this is one we're going to be having some great battles with around the office.

DUNGEON SEIGE

Publisher: Microsoft | **Developer:** Gas Powered Games | **Genre:** RPG | **Release Date:** Early 2002 | **Street Price:** $49.99 | **ESRB Rating:** T

There are a few games that all of us are equally excited about. *Dungeon Siege* is certainly one of them. We've seen the game grow from an exciting idea to a beautifully rendered game that when complete, could start a whole new craze for the RPG fanatics out there. Mixing role-playing with action and squad based strategy elements seems a pretty sure-fire path to success even if the system requirements might run a little high. If you've got it, flaunt it, we say.

:: MASTER OF ORION III

Publisher: Infogrames | **Developer:** QuickSilver | **Genre:** Strategy | **Release Date:** Early 2002 | **Street Price:** TBA | **ESRB Rating:** RP

Bringing those old PC gamers back to the beginnings of epic strategy with another look at the incredible universe carried on from the original *Master of Orion* games. These were some of the first and best of the 4X titles that challenged you to rule and conquer the galaxy. In *Master of Orion III*, you're competing with several creatively strange alien species that are all after the same things you are. We can't wait to see more of how this series has evolved to fit the new standards of graphics and technology.

:: MEDAL OF HONOR: ALLIED ASSAULT

Publisher: Electronic Arts | **Developer:** 2015 | **Genre:** Action | **Release Date:** Early 2002 | **Street Price:** $44.99 | **ESRB Rating:** RP

Although Medal of Honor has been around for a while now, the renewed interest in wartime games will help to drive this Quake III engine powered shooter to new levels of excitement. Set in World War II, Allied Assault will have you running up the beachhead on D-Day, infiltrating enemy positions, and generally helping the Allies lay waste to the Axis powers. Just the opening cinematic, using the in-game engine, was enough to have folks lining up to see it at E3 2001. The game promises more of the same from the rest of the experience.

:: NEVERWINTER NIGHTS

Publisher: Interplay | **Developer:** BioWare | **Genre:** RPG | **Release Date:** Spring 2002 | **Street Price:** $55.95 | **ESRB Rating:** RP

One of the biggest movements in PC gaming as of late is the opportunity to let players design their own role-playing scenarios. This was and still is the case with most pen and paper RPGs, with dungeon masters creating scenarios out of thin air and his or her own imagination for other players to experience and enjoy. *Neverwinter Nights* should give those level designers and dungeon masters the opportunity to render their vision on the computer. With some amazing visuals and incredible editing tools, this could be the next big community game for RPG gamers. Those that have been big fans of Dungeons & Dragons could find this to be the game they've been waiting for.

:: PLANETSIDE

Publisher: Sony Online | **Developer:** Verant Interactive | **Genre:** Action | **Release Date:** Late Summer 2002 | **Street Price:** TBA | **ESRB Rating:** RP

While it's not coming out until summer or fall of next year, we think this one deserves to be watched closely. What you'll find in *PlanetSide* is the first persistent online first-person shooter. This may sound like a huge project with the chance for some really interesting gameplay – and it is. Hundreds if not thousands of people will be able to fight across several continents while trying to lay claim to as much territory as possible in the name of their faction. All manner of weapons, vehicles, and special items will come with the game, along with the opportunity for quest-like missions and advancement in rank. Verant looks to be going all out with this one, and with their knowledge of massively multiplayer games from their experience with *EverQuest*, they have a good chance of pulling off this very ambitious project without too many problems. Look for this one to hit beta sometime in the spring and take however long it takes to kill all of the bugs. Then get ready for some serious action gaming.

:: SHADOWBANE

Publisher: Ubi Soft | **Developer:** Wolfpack Studios | **Genre:** RPG | **Release Date:** Spring 2002 | **Street Price:** TBA | **ESRB Rating:** RP

It's hard to know which of the billions of massively multiplayer online role-playing games to look forward to over the next year or so, but if we had to pick one, *Shadowbane* would be near the top of the list. In a unique player-versus-player experience, gamers will get the chance to join sides in what will be epic medieval battles with siege engines and hundreds of combatants. And with the addition of RTS elements, Wolfpack has some really interesting ideas that could prove to be the next significant step in the evolution of MMORPGs.

:: SIMS ONLINE

Publisher: Electronic Arts | **Developer:** Maxis | **Genre:** Simulation | **Release Date:** Spring 2002 | **Street Price:** TBA | **ESRB Rating:** RP

What else can we say? *The Sims* has been on the best sellers list for over a year and a half, and it shows no sign of slowing down. The quirky fun of creating a little simulation personality will be transferred into an online arena where you can use your own sim to interact with other folks from around the world and have all of the simmy fun you could possibly hope for.

:: STAR WARS JEDI OUTCAST: JEDI KNIGHT II

Publisher: LucasArts | **Developer:** Raven Software | **Genre:** Action | **Release Date:** Summer 2002 | **Street Price:** TBA | **ESRB Rating:** RP

Star Wars is undoubtedly one of the greatest franchises in the world. And while its name has been sullied recently by some less than desirable games, the addition of *Jedi Knight II* should bring it back from the brink of mediocrity. The fact that veteran development studio Raven is behind the curtains of this one gives us a great amount of hope. What we've seen has been very true to the license and extraordinarily beautiful. The chance to put gamers back into the shoes of a Jedi will undoubtedly have throngs running toward the stores.

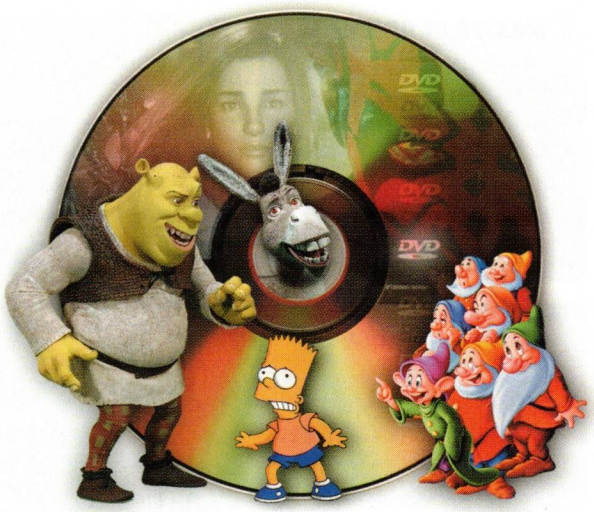
:: WARCRAFT III: REIGN OF CHAOS

Publisher/Developer: Blizzard Entertainment | **Genre:** Strategy | **Release Date:** Early 2002 | **Street Price:** $44.99 | **ESRB Rating:** RP

You can't go too far in the PC gaming realm without hearing of the popularity and strength of the Blizzard lineup. The newest addition, due out next spring, should help to further cement their place in the annals of gaming history. *WarCraft III* will bring both faithful and newcomer alike into the realm of Azeroth where a magical war for the fate of the world plays out through your mastery of strategy with four unique playable races with tons of specialized units for all sorts of incredible strategic options.

le these are the ones that immediately popped into our minds as choices to look forward to in the future, the list goes on with more titles in the coming months after the holiday season passes us up. So here are some of the others keep an eye on after the holiday son, through the spring and into early summer of *2002: Earth and Beyond, Freedom Force, Global Operations, Sigma: The Adventures Chance Rex, Elder Scrolls III: Morrowind,* and *Soldier of Fortune II: Double Helix*. Remember to keep your eyes open for more in depth on each of these titles by visiting the IGN PC at **http://pc.ign.com**.

TOP 10 DVDs
of the holiday season



Being DVD fans since the format was introduced, we've watched the little silver discs grow from a niche home theater item to what is quickly becoming the new standard for home entertainment.

Something that is helping the DVD industry become even larger is the fact that you can play the discs on so many different devices. DVD players and PC DVD-ROM drives were the natural first steps, but now even some videogame consoles can play DVD movies.

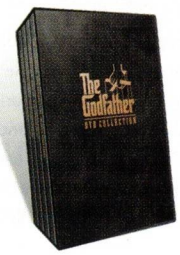
Since both the PS2 and Xbox will be high on many of your holiday lists this season, we've compiled a list of the 10 best DVDs that you'll want to pop in your favorite DVD-compatible console. These discs are not only major releases, but they also have plenty of special features and extras to show off just what your new player can do.

:: FINAL FANTASY: SPECIAL EDITION

Director: Motonori Sakakibara, Hironobu Sakaguchi | **Publisher:** Columbia Tri-Star | **Release Date:** 10/23/2001 | **Genre:** Animation | **Street Price:** $29.95 | **Rating:** PG-13 | **Running Time:** 108 minutes

Starring: Alec Baldwin, Steve Buscemi, Ming-Na Wen, Ving Rhames, James Woods

Final Fantasy: The Spirits Within stunned audiences all over the world (even us jaded chumps here at IGN) with its photo-realistic animation. This DVD looks to be a must-have for fans of the movie or videogame series. Two discs will contain two feature-length commentaries, an isolated score, storyboards with commentary, custom animations, a music video, an alternate opening, a mini-movie of Aki's dream, a virtual tour of Square Pictures, and several workshops covering character profiles, matte art, sets and props, and more. The entire screenplay of the film is also included along with an interactive documentary: *The Making of Final Fantasy: The Spirits Within*.

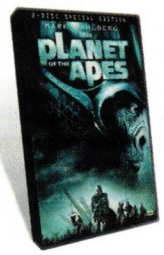


:: THE GODFATHER DVD COLLECTION

Director: Francis Ford Coppola | **Publisher:** Paramount Pictures | **Release Date:** 10/09/2001 | **Genre:** Drama/Crime | **Street Price:** $105.90 | **Rating:** R | **Running Time:** 725 minutes

Starring: Marlon Brando, Al Pacino, Robert De Niro, Diane Keaton, Robert Duvall

The Godfather is the ultimate mafia flick, launching Al Pacino's long career and landing Francis Ford Coppola on the map. This five-disc collection is filled with more than 12 hours of feature films, documentaries, deleted footage, the Corleone family tree, Coppola's commentary, production stills and storyboards, Academy Award acceptance speeches, and more.



:: PLANET OF THE APES (2001)

Director: Tim Burton | **Publisher:** Fox | **Release Date:** 11/20/2001 | **Genre:** Action | **Street Price:** $29.98 | **Rating:** PG-13 | **Running Time:** 124 minutes

Starring: Mark Wahlberg, Helena Bonham Carter, Tim Roth

You'd have to be living under a rock not to know that Tim Burton revisited the classic film from nearly 30 years ago. While the results were mixed, Fox is nevertheless putting out a two-disc special edition of the film packed full of loveliness such as a commentary by composer Danny Elfman, an interactive behind-the-scenes feature, six short documentaries, eight multi-angle looks at sequences in the film, five extended scenes, HBO's "Making Of" special, a music video, and some split-screen vignettes about make-up, stunts, etc. All of this in a widescreen anamorphic transfer with a host of sound output options.

:: SHREK

Director: Andrew Adamson, Vicky Jenson | **Publisher:** DreamWorks | **Release Date:** 11/02/2001 | **Genre:** Comedy/Animation | **Street Price:** $26.99 | **Rating:** PG | **Running Time:** 93 minutes

Starring: Mike Myers, Eddie Murphy, Cameron Diaz, John Lithgow

The two-disc *Shrek* release is a guaranteed winner, packed full of extras. There's a behind-the-scenes featurette, the Game Swamp (15+ interactive games), Shrek's Music Hall, Donkey's Read-Along, interviews, commentary, technical goofs, hints for the Xbox Shrek game, production notes, trailers, a character design progression reel, deleted scenes and storyboards, and of course an anamorphic presentation. There will also be a DTS version of the film included for you true audiophiles.

THE SIMPSONS – THE COMPLETE FIRST SEASON ::

Director: Various | **Publisher:** Fox | **Release Date:** 09/25/2001 | **Genre:** Comedy/Animation |
Street Price: $39.99 | **Rating:** NR | **Running Time:** 420+ minutes

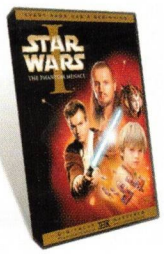
Starring: Dan Castellaneta, Julie Kavner, Nancy Cartwright, Yeardley Smith, Hank Azaria, Harry Shearer
This three-disc ultimate treat for The Simpsons fans contains the entire first season: 13 episodes of Simpsons goodness. Along with the commercial-free episodes comes an impressive amount of extra content, including commentary tracks on each episode, scripts from several of the episodes, an animatic with commentary, Albert Brooks outtakes, an unaired episode, 100 early sketches by Matt Groening and others, a BBC special, the Bart T-shirt controversy, an early version that played on the Tracey Ullman Show, voice outtakes, and some foreign language clips.

SNOW WHITE AND THE SEVEN DWARFS PLATINUM EDITION ::

Director: David Hand | **Publisher:** Disney Studios | **Release Date:** 10/09/2001 | **Genre:** Animation |
Street Price: $29.99 | **Rating:** G | **Running Time:** 84 minutes

Starring: Adriana Casalotti, Harry Stockwell
Snow White? Have we gone soft? Not really. We chose this Disney classic because of the sheer volume of extras content. We don't have enough space to run down all of the features, but this two-disc version of the film includes: a commentary reconstructed from tapings of Walt Disney himself, all kinds of interactive content and games, the Brothers Grimm original version, a visual development gallery, abandoned design concepts, stills, a new recording by Barbara Streisand, inside the DVD restoration process, four deleted scenes, vintage black and white Disney shorts, and so much more. Basically if it has anything to do with Snow White, it's in here!

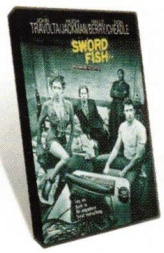
STAR WARS EPISODE I: THE PHANTOM MENACE ::



Director: George Lucas | **Publisher:** Fox/Lucasfilm | **Release Date:** 10/16/2001 | **Genre:** Fantasy/Action |
Street Price: $29.99 | **Rating:** PG | **Running Time:** 133 minutes

Starring: Liam Neeson, Ewan MacGregor
Say what you will about *Star Wars Episode I: The Phantom Menace* itself, but the video and audio on the DVD is reference quality. A widescreen anamorphic transfer, an hour-long documentary, the infamous starwars.com web documentaries, deleted scenes, two theatrical and seven television spots, multi-angle animatics, production photos, as well as a running audio commentary by Lucas himself makes this one a must-have. If future LucasFilm releases (*Indiana Jones, The Star Wars Trilogy*, etc.) have this level of quality and attention, DVD aficionados are in for a treat.

SWORDFISH: SPECIAL EDITION ::



Director: Domenique Sena | **Publisher:** Warner Brothers | **Release Date:** 10/30/2001 |
Genre: Action | **Street Price:** $24.98 | **Rating:** R | **Running Time:** 99 minutes

Starring: John Travolta, Hugh Jackman, Halle Berry, Don Cheadle
Of all the picks in this buyer's guide, this one will probably raise the most eyebrows. The movie itself wasn't particularly memorable or earth-shaking, but it is custom-made for the DVD format. Whether it's the amazingly realized opening sequence, the drum-tight sound editing, or the picture-perfect gorgeousness of the film itself, the super-violent *Swordfish* is probably the last loud bang of an action movie until at least next summer. The Special Edition DVD sports two documentaries, three alternate endings, theatrical trailers, and feature length commentaries.

THE TERMINATOR: SPECIAL EDITION ::

Director: James Cameron | **Publisher:** MGM | **Release Date:** 10/02/2001 | **Genre:** Action |
Street Price: $26.98 | **Rating:** R | **Running Time:** 107 minutes

Starring: Arnold Schwarzenegger, Linda Hamilton, Michael Biehn
The biggest news about this release is a completely new 5.1 audio remaster which sounds stunningly rich. The transfer is anamorphic, and video quality is also very crisp. Terminator fans will find two documentaries about the film, including some new interviews with James Cameron. Cameron also appears on the commentary tracks to some never-before-seen deleted scenes. Finally, as an extra treat, how about a heap of trailers, TV spots, and storyboards?

THE X-FILES: THE COMPLETE FOURTH SEASON ::

Director: Various | **Publisher:** Fox | **Release Date:** 11/13/2001 | **Genre:** Science Fiction/Television |
Street Price: $149.98 | **Rating:** NR | **Running Time:** 900+ minutes

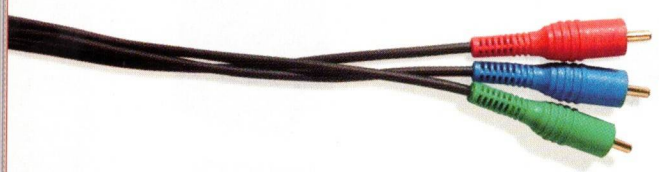
Starring: Arnold Schwarzenegger, Linda Hamilton, Michael Biehn
With so many good DVDs hitting shelves these days, paying more than $100 for any DVD box set is painful to do. Still, if any package deserves your milk money, it has to be the fourth season of *The X-Files*. This seven-disc humdinger from Fox follows the gold standard already set by the first three season releases: episode commentaries, a whole mess of deleted and extended scenes, interviews with Chris Carter and Frank Spotnitz, the continuing "Behind the Truth" documentary, and a special effects commentary.

:: THE CONSOLE CONNECTION

Breakin' it down so you can start hookin' it up.

So you just got a brand new next generation console that supports Dolby Digital 5.1, DTS, progressive scan, and DVD playback. The only problem is, you don't know how to hook it up to get the best sound and picture out of your console. Fret no more! We've worked up a handy little guide to help you figure out what goes where and which connection is the best choice for the job. The names of these cables might be unfamiliar, but it's not complicated and a rudimentary understanding will help you optimize your gaming rig.

Cables are designed to do one thing: carry a signal from point A to point B. Good cables perform this task with a minimum of signal degradation. However, degradation can also come from external forces. For this reason, you should keep two things in mind during installation: keep cable runs as short as possible and run your cables as neatly as possible. Speaker cables and interconnects (wires that connect two components) don't like to be crisscrossed with power lines. These rules will not only help maintain clear signals, but will also make for a generally better-looking gaming area.



COMPOSITE / RCA CABLES ::

We group these cables together because they really go hand in hand. These are the freebies you get with any system. The yellow strand (composite) carries the video signal; the red and white strands (RCA) carry the left and right sections of the stereo signal. The only console owners who should be excited about RCA audio connects are GameCube owners, as Pro Logic/Pro Logic II only needs a two-channel signal to work its magic.

S-VIDEO ::

As the name implies, S-video (the "s" stands for "super") is a video-only cable. The difference between S-video and composite is immediately noticeable – color and clarity are both much improved. The video signal is split into two parts in an S-video cable: brightness and color. If you have a TV that accepts an S-video signal, then you would be wise to use it. Your games will look a lot better.

COMPONENT ::

The top of the heap for video connections, component cables improve upon S-video by further splitting the signal. Like S-video, one strand is dedicated to brightness. The color, however, is split between two cables. Unless you are using component cables to link an Xbox or GameCube, both of which can output a progressive scan image, to a TV that can accept a 480p signal, the improvement won't be as dramatic as the step-up from composite to S-video. Nonetheless, component provides the best image possible.

DIGITAL OPTICAL ::

This strange looking cable is used to carry audio signals. Unlike an RCA cable, which sends the electronic signal along a metal wire, the signal in a digital optical cable is a beam of light bounced down a plastic shaft. In fact, if you plug such a wire into a source device, you can see the red light coming out the other end. Digital optical is typically used for multi-channel applications, but it can carry a simple stereo signal as well. If you plan on using your Xbox or PS2 in a surround sound system, then this is the connection you will be using.

Don't worry about unfamiliar-looking cables and strange terms, because we've taken the headache out of hooking up that new system you just got for the holidays. Just follow the steps we've outlined on the following page and you should be up and gaming with the optimal setup in mere minutes.

Just a word of warning, though. Don't forget to turn your console OFF before you start attaching any cables. Messing with wires and connections while your console is turned on can be very dangerous, and you can hurt your system as well as yourself. Better yet, unplugging your system from the wall outlet entirely will guarantee that neither you nor your system will be in danger of a nasty electrical shock while you hook it up. Just between us, Doug Perry used to have a full head of hair before messing around with the back of his PS2 while it was plugged it – now he's as bald as Mr. Clean.

GAMECUBE ::

Step 1

Connect your A/V cables to the GameCube outputs. There are only two outputs and configuring this system is very simple. The digital out is used only if you are using the component output, which can transmit the progressive scan image. The analog audio out is used in every situation, as the GameCube can only output two-channel sound.

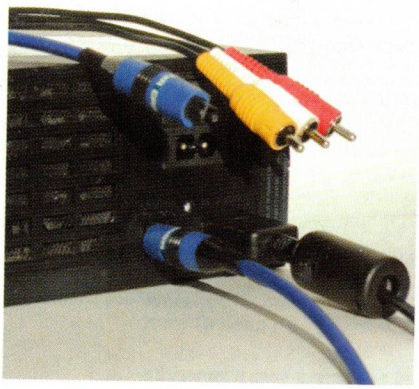
Step 2

Connect your video cable/s to your TV or receiver. If you are only using a GameCube, then you can connect directly to your TV. If you plan on maintaining several console connections, then connect to your receiver so that you can switch between all your systems without having to reconnect everything. If you're using the optional component cable, you still need the RCA cable for sound – but the yellow component connector isn't used in this case.

Step 3

Connect your audio cables. Not much to think about in this step, as the GameCube only has one type of audio output, and everyone can use it: good old RCA. Like the video scenario, you can connect directly to your TV or plug into a channel on your receiver. Check all connections and then turn everything on. If you are using a receiver, make sure you have the correct input selected. If you are going directly to a TV... well, in that case you wouldn't even be reading this, would you?

PLAYSTATION 2 ::



Step 1

With the PS2, there are many choices, but really only two configurations. The Multi A/V output sends both audio and video; the digital optical output sends audio only. The only situation in which you must use both outputs is if you opt for the component cables, in which case the whole of the Multi A/V output is used for video. Keep in mind that you can use the optical output with even the standard A/V cables. You simply wouldn't connect the RCA audio cables. This would be the scheme if you had a surround sound audio system but an older TV.

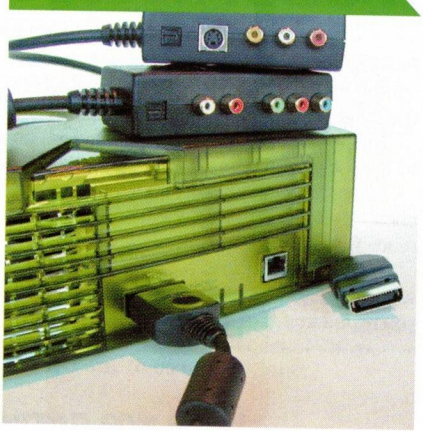
Step 2

Connect your video cable/s (composite, S-video, or component) to your TV or receiver. If you only have one console, then you can plug it directly to your TV. If you have several consoles, then you should go through your receiver so that you don't have to redo everything each time you play a different system.

Step 3

Connect your audio cable/s to your TV or receiver. If you're going directly to your TV, then simply attach the RCA cables to the inputs. If you have a Dolby Digital or DTS receiver, then connect the digital optical cable to the optical input. Remember that the optical cable can carry any type of audio signal (stereo or surround). Almost every game supports audio output through the optical connection, but there are some old PS2 games that won't work, like Sky Odyssey.

XBOX ::



Step 1

Connect your A/V box or standard cable to the back of your Xbox. These modules make this step very easy. You either use the included cable, the Advanced AV Pack, or the High Definition AV Pack – depending on what type of equipment you have. The Xbox itself has only one output, so this step is pretty straightforward.

Step 2

Connect your video cable/s. The standard cable uses composite; the Advanced AV Pack has S-video and composite (you only use one, though); the High Definition AV Pack has component output. If you've got an HDTV, component is of course the way to go. Again, you can either go right to the TV or switch through a receiver. The second choice will let you keep several consoles hooked up at the same time. Alternatively, some third party peripheral makers also offer switch boxes with multiple inputs.

Step 3

Connect your audio cable/s. You will either use RCA or digital optical, depending on what your home system can handle. Thankfully, every configuration allows for standard RCAs. Digital optical is an option with the two higher end AV Packs. If you have a surround sound system capable of Dolby Digital and/or DTS, then you'll definitely want to use the digital optical cable, as that's the only way to send a multi-channel signal. Check that the cables are firmly attached and play away.

s you can see, there's not that much to it. Just remember that, depending on which system you're using, there will be specific options playback. For instance, if you're watching a DVD on your PS2 you might have to go into the options menu to activate Dolby Digital out- To use the progressive scan feature on GameCube, hold the B Button upon boot-up (this will work only with games that support it). eck your instruction manual for more. Each of these platforms has the potential to be a stunning a/v system. It's really up to you to (1) est in appropriate equipment, and (2) take the time to check and recheck your connections. The technology might be new to you, but n't let it scare you. Pay attention to what you're doing and you'll be in gaming nirvana in no time at all.

r more information on hooking up your consoles as well as the latest audio and video products, check http://gear.ign.com.

:: GEAR ACCESSORIES

Picking up a new system kicks ass. However, the fun doesn't have to stop there. And we're not only talking about installation, though that can be enjoyable as well (although maybe only us dedicated gearheads can say that we truly "enjoy" A/V installation). We're talking about the icing on the cake: accessories.

This, of course, can be anything from an A/V system for your car to a pair of gloves that you just really like to wear while gaming. Thanks to the incredible processing power of next-generation consoles, you have more options than ever.

Admittedly, this is sort of a mixed blessing: More options mean more money. There's no debating that, but wouldn't you rather have more choice? Not many of us will be able to go down this list and simply buy everything. However, there are probably one or two things that will really float your boat.

This is by no means a complete list, either; there's not enough room in the entire magazine for that. The following products represent a sampling of some of the more exciting and useful goods out there. And all of these products will be widely available as of out print date, so if you're reading this, then you can get them.

AVerTV BOX ::

Manufacturer: AVer Media | **Platform:** All | **Street Price:** $159.99

So you blew your nest egg on consoles and games. Now what are you going to play it on? If, like many of us, you're still saving for that dream A/V system, then you might not have an HDTV and full-blown 5.1 channel rig yet. However, that doesn't mean there aren't options available in the meantime. Enter AVer Media, developer of a device that lets users harness the natural display power of a computer monitor and use it for their console. Loaded with plenty of inputs and outputs, the AVer can be used with any next-generation console.

For such a small product, the rear of the AVer is well populated. Video inputs include one component, one S-video, one composite, and one VGA, which connects to your video card so that you don't have to change connections in order to use your computer. There is also one VGA output, which (you guessed it) connects to your monitor. The audio scheme is respectable but noticeably less sophisticated: two 1/8th-inch inputs, one for front and one for surround. Lastly, there is an antenna connection. Yes, you can even watch TV on your monitor by using the AVer as a tuner. A hatch around front reveals additional connections: one set of RCA ins and one set of RCA outs.

KENWOOD VR-509 ::

Manufacturer: Kenwood | **Platform:** All | **Street Price:** $450.00

A receiver is both the brawn and the brain of an A/V system, not to mention that it's the hardest working component of any rig. And as intimidating as learning to operate a complex receiver might seem, shopping for one often proves to be the truly frustrating step. Luckily, you have IGN.

Of course, you're not getting a receiver for videogames alone. Luckily, the technologies needed for gaming are the same as those needed for surround sound in general. Thinking of a receiver purchase as an investment in your home entertainment system will also make the purchase more palatable in general.

The Kenwood VR-509 offers Dolby Digital, DTS, and PLII decoding, not to mention 100 WPC across all five channels, which is more than enough power to fill an average-size room. The back of the unit has enough inputs and outputs for all but the most overstocked A/V fanatic. Inputs include two component, four S-video, and four composite for video and both digital optical and a slew of RCAs for audio. The 509 also comes with a very sophisticated remote control.

The receiver is widely available for about $450.00, which is very reasonable considering how powerful it is.

RUMBLE-FX HEADPHONES ::

Manufacturer: Evergreen Technologies | **Platform:** All | **Street Price:** $50.00

It's a shame, but you can't always have your system blaring. There are simply too many things against you: family members, sleeping spouses, edgy landlords, etc. However, this doesn't mean that the audio aspect of gaming has to be any less dramatic.

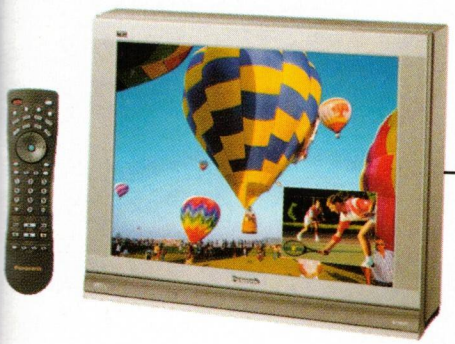
The RumbleFX cans – that's what we audio folks call headphones – sound great and are very comfy, but that's not what sets them apart from the crowd. The earcups on these cans actually vibrate, quite forcibly, along with the bass. And this is not a gentle purr; this is a powerful, head-shaking action. Luckily, you can select from two levels of intensity, or simply turn off the rumble function altogether.

The motors work hard enough that they need their own power source. About halfway down the cable there is a compartment that houses two AAA batteries. Thankfully, this adds a minimum of weight to the equation. If you have to keep it to yourself, then this is the way to do it.

INTERACT MOBILE MONITOR FOR GCN ::

Manufacturer: InterAct | **Platform:** GameCube | **Street Price:** $149.95

Third-party hardware manufacturer Interact Accessories has turned Nintendo's GameCube into a portable system with the firm's release of the Mobile Monitor for the console. The device, an attachable 5.4-inch color LCD screen, hooks to the back of the GameCube and serves as a mini-television for the platform. The monitor comes complete with two stereo speakers, two headphone jacks, and controls for color and volume. A car adapter is also included in the package so that gamers needn't worry about losing battery power during the six-hour drive to see grandma. The entire portable setup can be whipped up now at a retailer near you for approximately $149.95. Interact will also release a battery ($49.95) capable of powering GameCube for more than two hours in mid-December. Controllers and copy of *Super Smash Bros.* not included.



PANASONIC CT-36HX41 TAU TV ::

Manufacturer: Panasonic | **Platform:** All | **Street Price:** $2000.00

All right, it may be a bit obscene to include a $2,000 accessory on this page, but if your pockets are deep enough...

If Tony Soprano had a TV for videogames, then this would be it. Consider the 36-inch Tau the Lincoln Continental of CRT TVs. Home theater buffs might snub their noses at the prospect of putting up this kind of dough for a 4:3 set, but 16:9 just isn't optimal for gaming.

GameCube and Xbox owners will be happy to know that the Tau is comfortable with both 1080i and 480p images; the progressive scan outputs of these systems will find happy homes on this monster. And if you've ever played on a flat-screen TV, you know that it's difficult to go back to the land of curvature.

Console collectors will find inputs enough for constant connection of everything in the closet: two sets of component video, four sets of normal A/V, and three S-video hookups. Add to this an internal line doubler, a 3D comb filter, and Spatializer 3D Surround Sound (in case your 5.1 system is on the fritz) and you can see why this set comes highly recommended.

DVD REMOTE CONTROLS ::

Manufacturer: Various | **Platform:** Varous | **Street Price:** $20.00 - $30.00

Attention GameCube owners: skip now to the next section, as we don't want to make you jealous at the thought of other console folks enjoying DVD movies on their systems.

Minions of Sony and Microsoft, though, will seriously want to consider picking up a remote for their system. You don't technically need one to play movies on the PS2, but it makes it a hell of a lot easier. InterAct's DVD Master Remote ($20) not only controls movies, but also works as a universal TV clicker. The receiver plugs into a controller port and you can send it signals from up to 23 feet away.

Xbox owners don't have as much freedom in this department. Microsoft's own DVD Movie Playback Kit is required hardware for DVD enjoyment. Like the previous remote, the receiver simply snaps into a controller port and you're ready to start the show. The kit will be available at launch for $30.

IGN.com is more than just a bunch of fat, dumb editors and artists with bad haircuts and no lives. We have over 10 million monthly readers, and we wanted to dedicate at least a bit of the first IGN.com The Magazine to those of you who make IGN.com what it is - a thriving community. Sure, we have fun writing about games, movies, and the like, but without someone to write to, we would be nothing, so this section of the magazine is dedicated to you - our readers. Can you feel the love? Bleech!

IGN BOARDS ::

As of this writing nearly 20 million messages have been posted on the IGN Boards since their inception just over a year ago, making them one of the most active message systems on the entire Internet. If you're not on the IGN Boards, here are just a few of the most popular sections that you're missing:

BOARD	# POSTS 10/8/01, 6pm
Nintendo GameCube General Board	**702,807**
PlayStation 2 General Board	**514,929**
Xbox General Board	**284,055**
PlayStation 2 Community Board	**205,962**
IGN Community Board	**193,481**

If you want to see what the IGNBoards are all about, stop by http://boards.ign.com. It may take you a a while to read all 20 million messages, so stock up on the Visine and coffee.

MOST POSTS ::

You're probably wondering, "why would I waste my time on the IGN message boards?" Well, perhaps you should log on and ask one of our top posters:

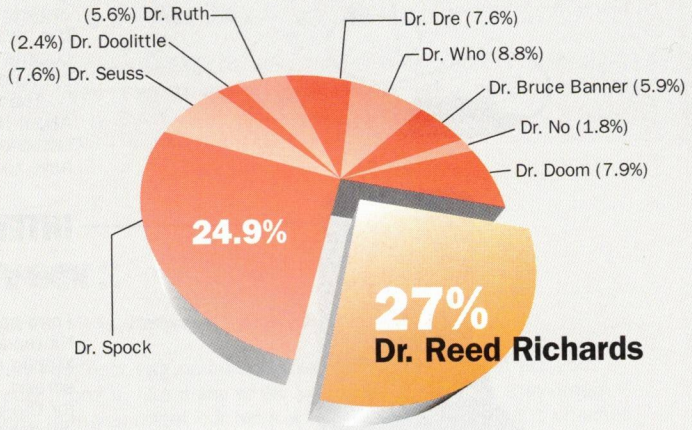
RANK	BOARD MEMBER	# POSTS 10/8/01, 6pm
25.	Charlestradamus	10,533
24.	TWINSJAKE	10,580
23.	smartazz_2	10,960
22.	brillfart	11,076
21.	ValorPhoenix	11,235
20.	h_o_o_t_e_r_s	11,630
19.	Roguegal	11,727
18.	vishumg	11,838
17.	parsonsr	11,858
16.	jtballer	11,902
15.	SaffronsGhost	12,044
14.	deathscythecustom	12,099
13.	thebusiness	12,155
12.	sctakeshi	12,381
11.	Digital_Audiophil	12,526
10.	gketter	12,540
9.	Squalltd	12,818
8.	drkay	12,909
7.	Skater_joe	13,570
6.	TML8614	13,728
5.	mrgalatea	14,053
4.	yab	18,039
3.	obijohnshinobi	20,462
2.	ARIZCATS	20,951

And the most active user and self-proclaimed "biggest loser on the boards":
caliban with 21,837 posts

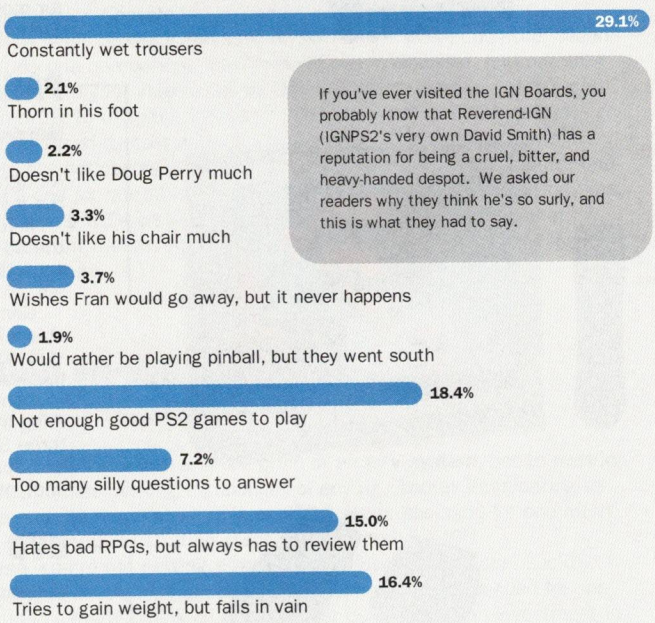
IGNORANT POLLS ::

We'll have to send the probe in deeper, sir.

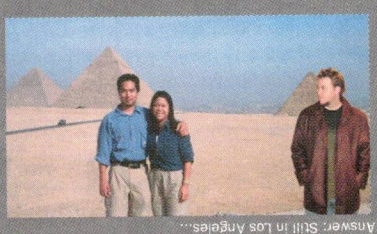
Who would you trust to give you a medical exam?



Why is Reverend-IGN so mean and nasty?



If you've ever visited the IGN Boards, you probably know that Reverend-IGN (IGNPS2's very own David Smith) has a reputation for being a cruel, bitter, and heavy-handed despot. We asked our readers why they think he's so surly, and this is what they had to say.

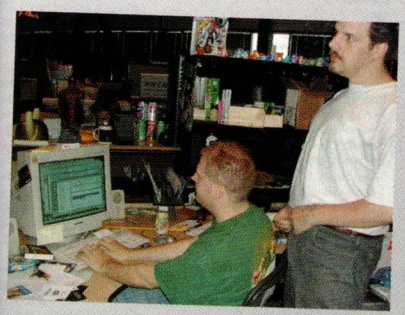


Answer: Still in Los Angeles...

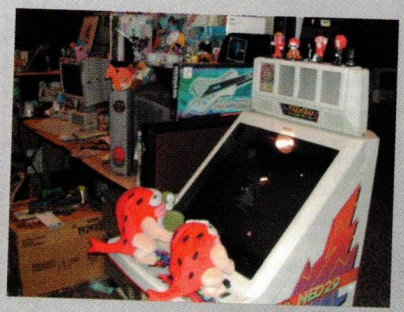
Where in the world is Matt Casamassina?

IGN OFFICE TOUR ::

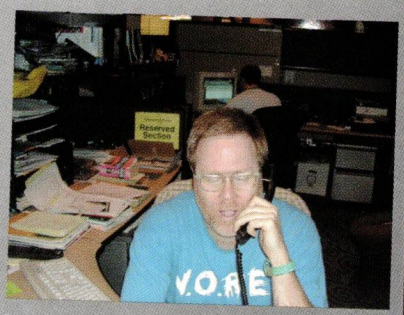
While you can keep an eye on the happenings at the IGN compound through the online FlyCams at http://insider.ign.com/flycam.html, you never truly get the full picture of what's going on outside of the range of the Web cams. That's why we sent a fearless photographer through the lair of the IGN editors to not only capture images, but to also capture the true feel of what a typical day at IGN is like. Here's just a few candid shots that our foolhardy photographer captured while on an excursion through the squalid IGN den of depravity.



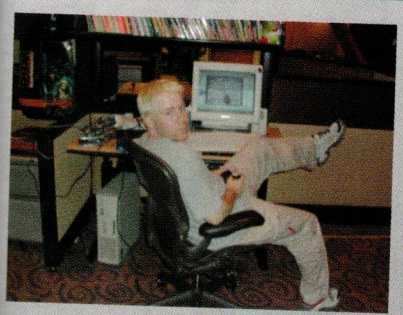
Unfortunately for Craig, Steve really doesn't have time to walk all the way to the bathroom.



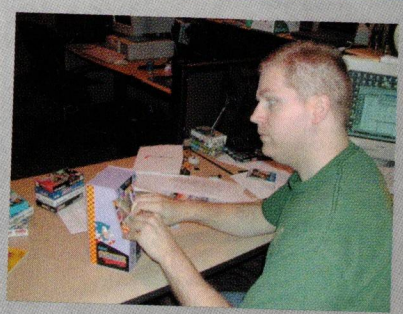
Wow, I bet this game's even better when it's plugged in. Ah, what're you gonna do?



Skiz this Miss Cleo, so my filly dropped the dilly on the skilly, and now it hurts when I pee.

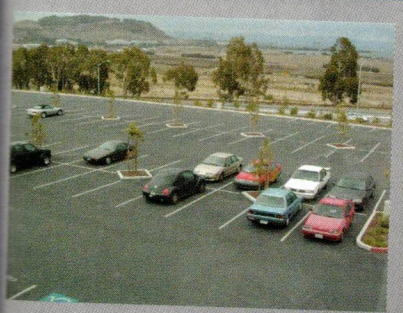


Chris advocates "Working it up" but he seems to prefer "Playing it down."



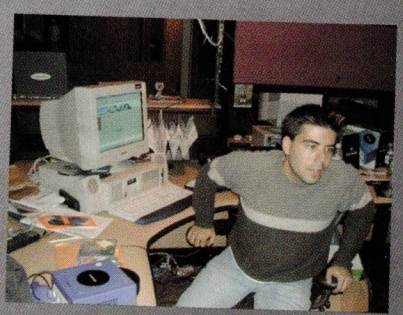
Guinness First: World's Largest Man meets World's Smallest Arcade Machine.

Peer's efficient German management has an effect on the staff. Matt cringes in appreciation.



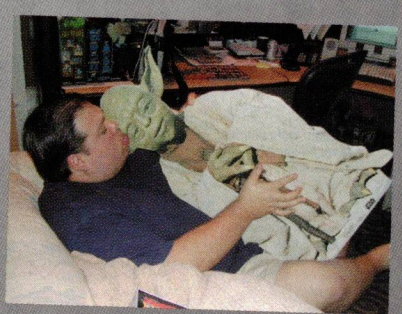
The dumber editors sometimes forget to go home on the weekends. What's Peer's Jag doing here?

Wroduct wlacements are for wussies. This wasn't near Steve's desk, was it?

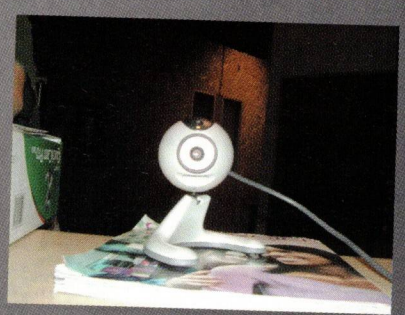


If we do another magazine, I'm going to work for Vogue. Ah, I never work anyway. Jackass.

Why in the world would you need six controllers and three GameCubes if you only have one game?



Makes me feel 342 years younger, he does. Confused about sexuality, I am.



Why hire expensive security guards when the readers can watch the editors on the FlyCams?

RATINGS GUIDE

Just in case our Top 10 lists weren't enough for you, we've included this review index so you can quickly spot the hottest Dreamcast, Game Boy Advance, Game Boy Color, Nintendo 64, PlayStation, PlayStation 2, and PC games of all time. Below you'll find a list of 968 review scores stretching all the way back to the launch of IGN.com in 1997. Every game on these pages earned an overall score of 8.0 or higher, so you can pretty much be assured that everything and anything on this list is going to please you or that special someone you're shopping for.

Dreamcast	Rating
Soul Calibur	10
Tony Hawk's Pro Skater 2	9.9
Tony Hawk's Pro Skater	9.8
NFL2K	9.7
Shenmue	9.7
Crazy Taxi	9.6
Jet Grind Radio	9.6
Rayman 2: The Great Escape	9.6
NFL2K1	9.5
Samba De Amigo	9.5
Street Fighter Alpha 3	9.5
MDK2	9.4
Sonic Adventure 2	9.4
Test Drive Le Mans	9.4
Unreal Tournament	9.4
Virtua Tennis: Sega Professional Tennis	9.4
Daytona USA 2001	9.3
Marvel vs Capcom 2: New Age of Heroes	9.3
Phantasy Star Online	9.3
Tokyo Xtreme Racer 2	9.3
F355 Challenge	9.2
Grandia II	9.2
NBA2K	9.2
Quake III Arena	9.2
Resident Evil - CODE: Veronica	9.2
Sega GT	9.2
Skies of Arcadia	9.2
Space Channel 5	9.2
Armada	9.1
Legacy of Kain: Soul Reaver	9.1
Metropolis Street Racer	9.1
Ready 2 Rumble Boxing	9.1
Ultimate Fighting Championship	9.1
Bangai-O	9
Chu Chu Rocket	9
Looney Tunes: Space Race	9
Power Stone 2	9
San Francisco Rush 2049	9
Sega Rally 2	9
Test Drive V-Rally	9
Typing of the Dead	9
Worms Armageddon	9
Dead or Alive 2	8.9
Tech Romancer	8.9
Toy Commander	8.9
Bust-A-Move 4	8.8
Cannon Spike	8.8
Capcom vs. SNK	8.8
Confidential Mission	8.8
Crazy Taxi 2	8.8
Hoyle Casino	8.8
Marvel vs. Capcom	8.8
NBA Showtime: NBA on NBC	8.8
NBA2K1	8.8
Project Justice	8.8
Starlancer	8.8
Street Fighter III: Double Impact	8.8
Tokyo Xtreme Racer	8.8
Trickstyle	8.8
House of the Dead 2	8.7
Hydro Thunder	8.7
Last Blade 2: Heart of the Samurai	8.7
Power Stone	8.7
Record of Lodoss War	8.7
Re-Volt	8.7
Virtua Fighter 3tb	8.7
Wetrix+	8.7
World Series Baseball 2K2	8.7
Dave Mirra Freestyle BMX	8.6
F1 World Grand Prix	8.6
Mr. Driller	8.6
NHL2K	8.6
Outtrigger	8.6
Sonic Adventure	8.6
Vanishing Point	8.6
Vigilante 8: Second Offense	8.6
Alien Front Online	8.5
Jojo's Bizarre Adventure	8.5
King of Fighters '99: Evolution	8.5
Mars Matrix	8.5
Sega Bass Fishing	8.5
Shadow Man	8.5
Soldier of Fortune	8.5
Blue Stinger	8.4
Coaster Works	8.4
Floigan Brothers	8.4
Gauntlet Legends	8.4
GunBird 2	8.4
King of Fighters Dream Match '99	8.4
Spider-Man	8.4
Wacky Races	8.4
Fur Fighters	8.3
NFL Blitz 2000	8.3
Seaman	8.3
Sega Bass Fishing 2	8.3
Silent Scope	8.3
Street Fighter III Third Strike	8.3
Wild Metal	8.3
Deep Fighter	8.2
Flag to Flag	8.2
Frogger 2: Swampy's Revenge	8.2
Railroad Tycoon II	8.2
Red Dog	8.2
Sega Marine Fishing	8.2
Sega Swirl	8.2
Worms World Party	8.2
4 Wheel Thunder	8.1
Airforce Delta	8.1
Mat Hoffman's Pro BMX	8.1
AeroWings	8
Aerowings 2: Air Strike	8
Carrier	8
EGG: Elemental Gimmick Gear	8
NFL Blitz 2001	8
Rainbow Six	8
Resident Evil 3: Nemesis	8
Sega Smash Pack Vol. 1	8
Sword of the Berserk: Guts' Rage	8
The Next Tetris: On-Line Edition	8
Virtual On: Oratorio Tangram	8
WWF Attitude	8

Game Boy Advance	Rating
Advance Wars	9.9
Mario Kart Super Circuit	9.5
Tony Hawk's Pro Skater 2	9.5
Castlevania: Circle of the Moon	9
F-Zero: Maximum Velocity	9
Pac-Man Collection	9
Rayman Advance	9
Bomberman Tournament	8.5
Chu Chu Rocket	8.5
Namco Museum	8.5
GT Advance Championship Racing	8
Hot Potato	8
Konami Krazy Racers	8
Super Mario Advance	8

Game Boy Color	Rating
Dragon Warrior III	10
Legend of Zelda: Link's Awakening DX	10
Legend of Zelda: Oracle of Ages	10
Legend of Zelda: Oracle of Seasons	10
Magical Tetris Challenge	10
Mario Golf	10
Metal Gear Solid	10
Pokemon Gold	10
Pokemon Silver	10
Pokemon Yellow: Special Pikachu Ed.	10
Super Mario Bros. Deluxe	10
Bomberman Max	9
Cannon Fodder	9
Disney's The Jungle Book	9
Donkey Kong Country	9
Dragon Warrior Monsters	9
Duke Nukem	9
Ghost 'n Goblins	9
Joust & Defender	9
Kirby's Tilt 'n Tumble	9
Looney Tunes Collector: Alert!	9
Mario Tennis	9
Mickey's Speedway USA	9
Micro Machines I & II: Twin Turbo	9
Micro Machines V3	9
Ms. Pac-Man	9
Nanoloop	9
Pokemon Crystal	9
Pokemon Puzzle Challenge	9
Pokemon Trading Card Game	9
Rampart	9
Rayman	9
Shanghai Pocket	9
Spider-Man	9
Spider-Man 2: The Sinister Six	9
Survival Kids	9
Tetris DX	9
The Grinch	9
Tomb Raider: Curse of the Sword	9
Wario Land 2	9
Wario Land 3	9
Warlocked	9
Army Men	8
Asterix	8
Asteroids	8
Bionic Commando	8
Blaster Master: Enemy Below	8
Bust-A-Move Millennium Edition	8
Caesars Palace II	8
Chessmaster	8
Croc 2	8
Crystalis	8
Disney's Alice in Wonderland	8
Disney's The Lion King	8
Donald Duck: Goin' Quackers	8
Dragon Warrior I & II	8
Dragon's Lair	8
Driver	8
ESPN International Track & Field	8
Frogger	8
Frogger 2	8
Game & Watch Gallery 2	8
Game & Watch Gallery 3	8
Inspector Gadget	8
International Superstar Soccer '99	8
International Track & Field	8
Klax	8
Konami GB Collection Vol. 1	8
Konami GB Collection Vol. 3	8
Konami GB Collection Vol. 4	8
Legend of the River King	8
Little Nicky	8
Looney Tunes: Carrot Crazy	8
Looney Tunes: Marvin Strikes Back!	8
Mat Hoffman's Pro BMX	8
Mega Man Xtreme	8
Metal Walker	8
Mickey's Racing Adventure	8
Microsoft Puzzle Collection	8
Monster Rancher Explorer	8
Motocross Maniacs 2	8
Pac-Man: Special Color Edition	8
Pokemon Pinball	8
Prince of Persia	8
Project S-11	8
Puzzle Master	8
Q*Bert	8
Racin' Ratz	8
Rats!	8
Road Champs BXS Stunt Biking	8
R-Type DX	8
Sabrina the Animated Series: Zapped!	8
Spy Vs. Spy	8
Street Fighter Alpha	8
Tarzan	8
The Mummy	8
The Smurfs' Nightmare	8
Tom and Jerry in Mouse Attacks	8
Tomb Raider	8
Top Gear Pocket 2	8
Turok 3: Shadow of Oblivion	8
Tweety's High-Flying Adventure	8
V-Rally Edition 99	8
Wacky Races	8
Wendy: Every Witch Way	8
Wings of Fury	8
Woody Woodpecker Racing	8
Xtreme Sports	8

Nintendo 64	Rating
Legend of Zelda: Ocarina of Time	10
Conker's Bad Fur Day	9.9
Legend of Zelda: Majora's Mask	9.9
Perfect Dark	9.8
Super Mario 64	9.8
Excitebike 64	9.7
GoldenEye 007	9.7
Wave Race 64	9.7
Banjo-Kazooie	9.6
Space Station Silicon Valley	9.5
Banjo-Tooie	9.4
NBA Courtside 2: Featuring Kobe Bryant	9.2
NFL Blitz 2000	9.2
All-Star Baseball 2001	9.1
Beetle Adventure Racing	9.1
F-Zero X	9.1
International Superstar Soccer '98	9.1
NFL Blitz	9.1
Resident Evil 2	9.1
Shadow Man	9.1
Tony Hawk's Pro Skater	9.1
Wipeout 64	9.1
All-Star Baseball 2000	9
Blast Corps	9
Donkey Kong 64	9
FIFA 99	9
International Superstar Soccer 64	9
Mario Tennis 64	9
Paper Mario	9
Rayman 2: The Great Escape	9
Ridge Racer 64	9
Rocket - Robot on Wheels	9
San Francisco Rush 2049	9
Star Wars: Episode I Battle for Naboo	9
Turok 2: Seeds of Evil	9
WWF No Mercy	9
Pokemon Puzzle League	8.9
Rush 2: Extreme Racing USA	8.9
San Francisco Rush	8.9
The World is Not Enough	8.9
Turok: Rage Wars	8.9
WWF Wrestlemania 2000	8.9
Mortal Kombat 4	8.8
NHL '99	8.8
Ogre Battle 64: Person of Lordly Caliber	8.8
Star Wars: Rogue Squadron	8.8
The New Tetris	8.8
World Cup 98	8.8
World Driver Championship	8.8
Star Fox 64	8.7
Worms Armageddon	8.7
WWF Attitude	8.7
1080° Snowboarding	8.6

Micro Machines 64 Turbo	8.6
Tony Hawk's Pro Skater 2	8.6
Turok: Dinosaur Hunter	8.6
Madden NFL 99	8.5
Rainbow Six	8.5
Spider-Man	8.5
Super Smash Bros.	8.5
WCW Mayhem	8.5
WWF Warzone	8.5
Body Harvest	8.4
CyberTiger Woods Golf	8.4
Diddy Kong Racing	8.4
Madden NFL 2000	8.4
Monaco Grand Prix	8.4
NFL Quarterback Club '99	8.4
Top Gear Rally	8.4
Wetrix	8.4
F-1 World Grand Prix	8.3
Glover	8.3
Mario Golf	8.3
All-Star Baseball '99	8.2
BattleTanx: Global Assault	8.2
Bust-A-Move '99	8.2
Castlevania	8.2
Harvest Moon 64	8.2
Pilotwings 64	8.2
Pokemon Stadium	8.2
Quake II	8.2
Top Gear Rally 2	8.2
Vigilante 8	8.2
Jet Force Gemini	8.1
Mario Kart 64	8.1
Supercross 2000	8.1
BattleTanx	8
Bust-A-Move 2 Arcade Edition	8
Duke Nukem 64	8
Fighters Destiny	8
Forsaken 64	8
Ebemon's Great Adventure	8
Indiana Jones and the Infernal Machine	8
Indy Racing 2000	8
Madden NFL 2001	8
NBA Live 99	8
Paperboy	8
Quake	8
Snowboard Kids	8
Tetrisphere	8
Top Gear Overdrive	8
Vigilante 8: Second Offense	8
Virtual Pool 64	8
WCW/NWO Revenge	8
WinBack: Covert Operations	8

PlayStation	Rating
Gran Turismo 2	9.8
Metal Gear Solid	9.8
Chrono Cross	9.7
Driver	9.7
Tony Hawk's Pro Skater 2	9.6
Vagrant Story	9.6
Ape Escape	9.5
Colony Wars: Vengeance	9.5
Final Fantasy VII	9.5
Gran Turismo	9.5
Syphon Filter	9.5
Threegears	9.5
Colin McRae Rally 2.0	9.4
Final Fantasy Chronicles	9.4
Madden NFL 2001	9.4
NFL Blitz	9.4
R: Ridge Racer Type 4	9.4
Resident Evil 3: Nemesis	9.4
Tony Hawk's Pro Skater	9.4
Colony Wars	9.3
Dance Dance Revolution	9.3
Dino Crisis 2	9.3
Legacy of Kain: Soul Reaver	9.3
Medal of Honor	9.3
NFL GameDay 99	9.3
Resident Evil 2	9.3
Street Fighter Alpha 3	9.3
Tekken 3	9.3
Tomb Raider	9.3
Vantage Heart	9.2
Dino Crisis	9.2
FIFA 2001 Major League Soccer	9.2
Final Fantasy IX	9.2
Gex: Shots Golf 2	9.2
Oddman 2: The Great Escape	9.2
Ape Play 2000	9.2
Ape Play 98	9.2
Crash Bandicoot: Warped	9.1
FIFA 2000	9.1
NBA March Madness 2000	9.1
NHL 2000	9.1
NHL Championship 2000	9.1
Tomb: Year of the Dragon	9.1
Tenchu II: Birth of the Assassins	9.1
Tomorrie Profile	9.1
Vagrant 3	9.1
Air Combat 2	9
Air Combat 3	9
Brunswick Circuit Pro Bowling	9
Bust-A-Groove	9
Castlevania: Symphony of the Night	9
Colin McRae Rally	9
Crash Dice	9
Driver	9
F1 '99	9
Final Fantasy Anthology	9
Final Fantasy VIII	9
Formula 1: Championship Edition	9
Forsaken	9
Medal of Honor Underground	9
Metal Slug X	9
Monster Rancher	9
Music Generator	9

NBA in the Zone 2	9
NBA Live 2001	9
NBA Live 99	9
NBA Shoot Out 97	9
NHL FaceOff	9
Parappa The Rapper	9
Pong	9
Rollcage	9
Silent Hill	9
Speed Punks	9
Spider-Man	9
Spyro the Dragon	9
Suikoden	9
Suikoden II	9
Super Puzzle Fighter II Turbo	9
Tekken 2	9
Tenchu: Stealth Assassins	9
Tomba! 2	9
Triple Play 97	9
Wipeout XL	9
X-Com: UFO Defense	9
Fear Effect	8.9
MLB 2000	8.9
NHL '99	8.9
Resident Evil: Directors Cut	8.9
Roll Away	8.9
Silhouette Mirage	8.9
Syphon Filter 2	8.9
Trap Gunner	8.9
WWF Smackdown 2!: Know Your Role	8.9
Bloody Roar 2: The New Breed	8.8
Civilization II	8.8
Front Mission 3	8.8
Monster Rancher 2	8.8
NBA Live 2000	8.8
NBA ShootOut '98	8.8
Need For Speed 4: High Stakes	8.8
NFL GameDay 98	8.8
NHL FaceOff '99	8.8
RC Stunt Copter	8.8
Spyro 2: Ripto's Rage	8.8
Star Ocean: The Second Story	8.8
The Next Tetris	8.8
WWF Smackdown	8.8
Bushido Blade	8.7
Championship Motocross!	8.7
Micro Machines V3	8.7
Moto Racer 2	8.7
Moto Racer World Tour	8.7
Quake II	8.7
Resident Evil	8.7
Rollcage Stage 2	8.7
Tobal No. 1	8.7
Tomba!	8.7
Warhawk	8.7
Jet Moto 3	8.6
Madden NFL 2000	8.6
NFL Blitz 2000	8.6
Um Jammer Lammy	8.6
Alundra	8.5
Blood Omen: Legacy of Kain	8.5
Brave Fencer Musashi	8.5
Colony Wars Red Sun	8.5
Crash Bandicoot 2: Cortex Strikes Back	8.5
Crash Team Racing	8.5
Dead or Alive	8.5
FIFA: Road to World Cup '98	8.5
Final Fantasy Tactics	8.5
Formula 1 '99	8.5
Frogger 2: Swampy's Revenge	8.5
Gallop Racer	8.5
G-Police: Weapons of Justice	8.5
Guardian's Crusade	8.5
Incredible Crisis	8.5
Kagero: Deception II	8.5
Knockout Kings 2000	8.5
Madden NFL '99	8.5
Mega Man X5	8.5
NCAA Gamebreaker '99	8.5
Nectaris: Military Madness	8.5
Point Blank 2	8.5
Rising Zan: The Samurai Gunman	8.5
Sim Theme Park	8.5
Street Fighter Alpha 2	8.5
Street Fighter EX 2 Plus	8.5
Strider 2	8.5
Team Buddies	8.5
Thousand Arms	8.5
Thrasher: Skate and Destroy	8.5
Thunder Force V	8.5
Time Crisis: Project Titan	8.5
Tomb Raider: The Last Revelation	8.5
V-Rally 2 Presented by Need for Speed	8.5
Wild 9	8.5
Interplay Sports Baseball 2000	8.4
Looney Tunes Racing	8.4
Medievil II	8.4
Mega Man Legends	8.4
NCAA March Madness 2001	8.4
NHL 2001	8.4
RC de Go!	8.4
Saiyuki: Journey West	8.4
Street Fighter Collection 2	8.4
Elemental Gearbolt	8.4
Future Cop: LAPD	8.3
Jarrett and Labonte Stock Car Racing	8.3
Legend of Mana	8.3
Ms. Pac-Man: Maze Madness	8.3
Muppet Race Mania	8.3
NBA In The Zone '99	8.3
NBA ShootOut 2000	8.3
NCAA Football 2001	8.3
Need For Speed: Porsche Unleashed	8.3
NFL Gameday 2000	8.3
Nightmare Creatures II	8.3
R-Type Delta	8.3
Soul Blade	8.3

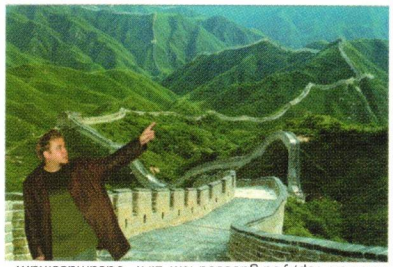
Street Fighter EX Plus Alpha	8.3
WWF Attitude	8.3
Army Men: Air Attack 2	8.2
Breath of Fire IV	8.2
Disney/Pixar's Toy Story Racer	8.2
Knockout Kings 2001	8.2
Monaco Grand Prix	8.2
NCAA Football 2000	8.2
Persona 2: Eternal Punishment	8.2
RPG Maker	8.2
Vigilante 8: Second Offense	8.2
You Don't Know Jack	8.2
You Don't Know Jack, Mock 2	8.2
Gex 3: Deep Cover Gecko	8.1
Jade Cocoon: Story of the Tamamayu	8.1
Mega Man Legends 2	8.1
NASCAR 2001	8.1
Ray Crisis	8.1
Akuji The Heartless	8
Alien Trilogy	8
Andretti Racing	8
Aquanaut's Holiday	8
Armored Core	8
Armored Core: Master of Arena	8
Army Men: Air Attack	8
Ballistic	8
Bloody Roar	8
Bottom of the 9th	8
Broken Sword II: The Smoking Mirror	8
Brunswick Circuit Pro Bowling 2	8
Bust-A-Move 2	8
Championship Bass	8
Chessmaster II	8
Circuit Breakers	8
Command & Conquer	8
Command & Conquer: Red Alert	8
Croc: Legend of the Gobbos	8
Darkstalkers 3	8
Dave Mirra Freestyle BMX	8
Disruptor	8
Duke Nukem: Time to Kill	8
Echo Night	8
Fighter Maker	8
Fisherman's Bait 2: Big Ol' Bass	8
Formula 1	8
Forsaken	8
G Darius	8
Gex 2: Enter the Gecko	8
Ghost in the Shell	8
G-Police	8
Guilty Gear	8
Hot Shots Golf	8
Intelligent Qube	8
Jackie Chan's Stuntmaster	8
Jeopardy	8
Jet Moto	8
Jumping Flash 2	8
Kartia	8
Klonoa: Gateway to Phantomile	8
Lunar 2: Eternal Blue	8
MDK	8
MechWarrior 2	8
MLB '98	8
Mortal Kombat 4	8
Mr. Driller	8
N2O: Nitrous Oxide	8
Namco Museum Vol. 1	8
Nanotek Warrior	8
NASCAR 98	8
NASCAR Heat	8
NASCAR Rumble	8
NBA in the Zone '98	8
NBA Live 97	8
NBA Live 98	8
NCAA Gamebreaker 2000	8
NCAA Gamebreaker '98	8
Need For Speed 3: Hot Pursuit	8
Need For Speed: V-Rally	8
Newman/Haas Racing	8
NFL Gameday	8
NHL '98	8
NHL FaceOff '97	8
NHL FaceOff '98	8
NHL Rock the Rink	8
POed	8
Point Blank	8
Porsche Challenge	8
Poy Poy	8
Pro-Pinball	8
Rival Schools	8
Silent Bomber	8
Sled Storm	8
Soviet Strike	8
Star Gladiator	8
Star Trek: Invasion	8
Star Wars: Demolition	8
Tempest X3	8
Time Crisis	8
TOCA 2	8
TOCA Championship Racing	8
Tomb Raider II	8
Tomb Raider III: Adventures of Lara Croft	8
Treasures of the Deep	8
Turbo Prop Racing	8
Ultimate 8 Ball	8
Unholy War	8
Uprising-X	8
Vanark	8
Vandal Hearts	8
Vigilante 8	8
VR Golf 97	8
Wheel of Fortune	8
Wild Arms	8
Wipeout	8
World Cup 98	8
Worms	8
Wu-Tang: Shaolin Style	8

WWF Warzone	8
Xevious 3D/G+	8
X-Men: Mutant Academy	8

PlayStation 2	Rating
Gran Turismo 3 A-spec	9.8
Twisted Metal: Black	9.6
NBA Street	9.3
SSX	9.3
Klonoa 2: Lunatea's Veil	9.2
Madden NFL 2002	9.2
Red Faction	9.1
FIFA 2001 Major League Soccer	9
Madden NFL 2001	9
NCAA Football 2002	9
Sky Odyssey	9
Star Wars: Starfighter	9
Onimusha Warlords	8.9
Quake III: Revolution	8.8
Rayman 2: Revolution	8.8
Rumble Racing	8.8
ATV Offroad Fury	8.7
DOA2: Hardcore	8.7
Escape From Monkey Island	8.7
MDK2 Armageddon	8.7
Tekken Tag Tournament	8.7
Knockout Kings 2001	8.6
Midnight Club: Street Racing	8.6
TimeSplitters	8.6
High Heat Major League Baseball 2002	8.5
Ring of Red	8.5
Shadow of Destiny	8.5
All-Star Baseball 2002	8.4
Dark Cloud	8.4
Gun Griffon Blaze	8.4
Theme Park Roller Coaster	8.4
Unreal Tournament	8.4
XG3 Extreme G Racing	8.4
MX 2002 Featuring Ricky Carmichael	8.3
Silpheed: The Lost Planet	8.3
Summoner	8.3
Tokyo Xtreme Racer: Zero	8.3
Unison	8.3
ESPN MLS ExtraTime	8.2
Kessen	8.1
NASCAR Heat 2002	8.1
Armored Core 2	8
Dave Mirra Freestyle BMX 2	8
ESPN Winter X Games Snowboarding	8
Le Mans 24 Hours	8
MTV Music Generator 2	8
Ridge Racer V	8
World Destruction League: Thunder Tanks	8

PC	Rating
Black & White	9.7
Unreal Tournament	9.6
Alpha Centauri	9.5
Half-Life	9.5
Homeworld	9.5
Starcraft	9.5
The Sims	9.5
American McGee's Alice	9.4
Baldur's Gate	9.4
Baldur's Gate II: Shadows of Amn	9.4
Deus Ex	9.4
Grim Fandango	9.4
Rainbow Six	9.4
Sacrifice	9.4
Command & Conquer: Red Alert 2	9.3
Max Payne	9.3
Quake III: Arena	9.3
The Longest Journey	9.3
Tony Hawk's Pro Skater 2	9.3
Tribes	9.3
F1 Championship Season 2000	9.2
Giants: Citizen Kabuto	9.2
Homeworld: Cataclysm	9.2
Legacy of Kain: Soul Reaver	9.2
NASCAR Racing 3	9.2
NASCAR Racing 4	9.2
NBA Live 2000	9.2
Planescape: Torment	9.2
Rayman 2: The Great Escape	9.2
Rogue Spear	9.2
Starlancer	9.2
MechWarrior 3	9.1
No One Lives Forever	9.1
SimCity 3000 Unlimited	9.1
Zeus: Master of Olympus	9.1
Baldur's Gate II: Throne of Bhaal	9
Clive Barker's Undying	9
Close Combat 3	9
Darkstone	9
Descent 3	9
Enemy Engaged: Comanche vs. Hokum	9
Europa Universalis	9
Flight Unlimited III	9
Grand Prix 3	9
Heroes of Might & Magic III	9
HoMM III: Armageddon's Blade	9
HoMM III: Shadow of Death	9
High Heat Baseball 2000	9
Imperium Galactica II: Alliances	9
MechWarrior 4: Vengeance	9
Metal Gear Solid	9
MiG Alley	9
Might and Magic VI: The Mandate of Heaven	9
NASCAR Heat	9
NHL 2001	9
NHL '99	9
Operational Art of War, Vol. 1	9
Pharaoh	9
Rally Masters	9
Serious Sam	9
Shogo: Mobile Armor Division	9
SimCity 3000	9
Soldier of Fortune	9
Space Empires IV	9
Startopia	9
Superbike 2001	9
System Shock 2	9
Thief II: The Metal Age	9
Unreal	9
Colin McRae Rally 2.0	8.9
Driver	8.9
Dungeon Keeper 2	8.9
Earth 2150	8.9
Fallout 2	8.9
Freespace 2	8.9
Half-Life: Counter-Strike	8.9
Myth II: Soulblighter	8.9
NASCAR Legends	8.9
Nox	8.9
Railroad Tycoon II	8.9
Shogun Total War: The Mongol Invasion	8.9
Thief: The Dark Project	8.9
Tribes 2	8.9
Age of Empires II: The Age of Kings	8.8
Age of Wonders	8.8
Antietam	8.8
Blade of Darkness	8.8
Conquest: Frontier Wars	8.8
Crimson Skies	8.8
Descent 3: Mercenary	8.8
Diablo II: Lord of Destruction	8.8
Dirt Track Racing	8.8
FIFA 2000	8.8
FIFA 2001	8.8
Icewind Dale	8.8
Mobil 1 Rally Championship	8.8
Nerf Arena Blast	8.8
Operation Flashpoint	8.8
Red Faction	8.8
Re-Volt	8.8
Shanghai: Second Dynasty	8.8
SWAT 3: Elite Edition	8.8
Tropico	8.8
Alpha Centauri: Alien Crossfire	8.7
Arcanum	8.7
Caesar III	8.7
Death Track Racing	8.7
Delta Force	8.7
Escape From Monkey Island	8.7
Evil Islands: Curse of the Lost Soul	8.7
FIFA '99	8.7
Hostile Waters: Antaeus Rising	8.7
Madden NFL 2001	8.7
Urban Chaos	8.7
Atari Arcade Hits 1	8.6
Ground Control	8.6
Icewind Dale: Heart of Winter	8.6
Moto Racer 2	8.6
Motocross Madness 2	8.6
NBA Live '99	8.6
Op Art of War II	8.6
Pac-Man: Adventures in Time	8.6
Pharaoh: Cleopatra	8.6
Populous: The Beginning	8.6
Rainbow Six Mission Pack: Eagle Watch	8.6
Seven Kingdoms II: The Fryhtan Wars	8.6
Star Trek Voyager: Elite Force	8.6
SWAT 3: Close Quarters Battle	8.6
Worms Armageddon	8.6
767 Pilot In Command	8.5
Championship Bass	8.5
Disciples: Sacred Lands	8.5
EverQuest: Ruins of Kunark	8.5
EverQuest: The Scars of Velious	8.5
Forsaken	8.5
Frogger 2	8.5
Gangsters	8.5
Jagged Alliance 2	8.5
Jane's F/A-18	8.5
Kohan: Immortal Sovereigns	8.5
Links 2001	8.5
Madden NFL '99	8.5
Midtown Madness 2	8.5
MindRover: The Europa Project	8.5
NFL Blitz	8.5
Oddworld: Abe's Exoddus	8.5
Omikron: The Nomad Soul	8.5
Outcast	8.5
Plane Crazy	8.5
Powerslide	8.5
Roller Coaster Tycoon	8.5
Sea Dogs	8.5
Shogun: Total War	8.5
SimCoaster	8.5
Starfleet Command Volume II	8.5
Steel Beasts	8.5
Trickstyle	8.5
Virtual Pool 3	8.5
Virtual Pool Hall	8.5
Zeus Official Expansion: Poseidon	8.5
Chase Ace 2	8.4
Chessmaster 8000	8.4
Close Combat IV: Battle of the Bulge	8.4
EverQuest	8.4
F-22 Lightning 3	8.4
Falcon 4.0	8.4
Heavy Gear II	8.4
Imperialism II	8.4
Majesty	8.4
Midtown Madness	8.4
Return of the Incredible Machine	8.4
Shadow Watch	8.4
Sim Theme Park	8.4
Tachyon: The Fringe	8.4
Warlords: Battlecry	8.4
Wizards & Warriors	8.4
Diablo II	8.3
Eurofighter Typhoon	8.3
Expert Pool	8.3
F1 World Grand Prix	8.3
Fallout Tactics: Brotherhood of Steel	8.3
Flying Heroes	8.3
Fur Fighters	8.3
Gabriel Knight III	8.3
Kingpin: Life of Crime	8.3
MDK2	8.3
NBA Live 2001	8.3
RC Racers Deluxe: Traxxas Edition	8.3
Recoil	8.3
Revenant	8.3
Risk II	8.3
Sanity: Aiken's Artifact	8.3
Star Wars: Rogue Squadron	8.3
Starfleet Command	8.3
Superbike World Championship	8.3
4x4 Evolution	8.2
Age of Empires II: The Conquerors	8.2
Allegiance	8.2
Axis & Allies	8.2
Breakneck	8.2
Close Combat: Invasion Normandy	8.2
Combat Flight Simulator 2	8.2
Commandos: Behind Enemy Lines	8.2
Deer Hunter 3 by Wizard Works	8.2
European Air War	8.2
Final Fantasy VII	8.2
Independence War 2: The Edge of Chaos	8.2
Jane's USAF	8.2
Links LS 2000	8.2
MechCommander 2	8.2
NHL 2000	8.2
Prince of Persia 3D	8.2
Roller Coaster Tycoon: Loopy Landscapes	8.2
Star Wars: X-Wing Alliance	8.2
TOCA Touring Car	8.2
X-Plane	8.2
You Don't Know Jack 5th Dementia	8.2
Chessmaster 7000	8.1
Crime Cities	8.1
Desperados: Wanted Dead or Alive	8.1
Devil Inside	8.1
Drakan: Order of the Flame	8.1
F1 2000	8.1
Killer Loop	8.1
Sudden Strike	8.1
The Corporate Machine	8.1
$100,000 Pyramid	8
Addiction Pinball	8
Airfix Dogfighter	8
Aliens vs. Predator	8
Alone in the Dark: The New Nightmare	8
Anachronox	8
Atari Anniversary Edition	8
Austin Powers Operation: Trivia	8
B-17 Flying Fortress II: The Mighty Eighth	8
Boarder Zone	8
Command & Conquer: Tiberian Sun	8
Dark Reign 2	8
Dracula Resurrection	8
Emperor: Battle for Dune	8
Far Gate	8
Fate of the Dragon	8
Front Office Football	8
Glover	8
Ground Control: Dark Conspiracy	8
Gunship!	8
Heavy Metal: F.A.K.K.2	8
Independence War	8
Jagged Alliance 2: Unfinished Business	8
Jane's WWII Fighters	8
Lemmings Revolution	8
Madden NFL 2000	8
Mortal Kombat 4	8
Motocross Madness	8
Motocross Mania	8
Myst III: Exile	8
NFL Blitz 2000	8
NFL Fever 2000	8
Rogue Spear: Urban Operations	8
Rune	8
Sammy Sosa High Heat Baseball 2001	8
Septerra Core	8
Shadow Man	8
Shattered Galaxy	8
Slave Zero	8
Star Wars Episode I: Racer	8
Superbike 2000	8
Terminus	8
Train Simulator	8
Trophy Bass 4	8
Unreal Mission Pack: Return to Na Pali	8
Warlords III: Dark Lords Rising	8
Warzone 2100	8
Worms World Party	8
X-COM: Enforcer	8

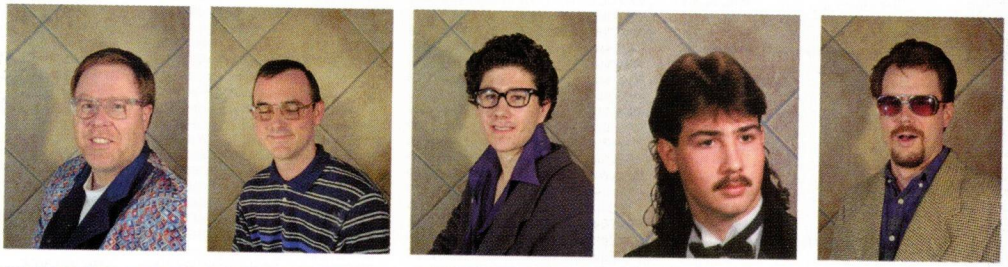
Where in the world is Matt Casamassina?



Answer: Yep, you guessed it... L.A. Casamassina!!

PARTING SHOT IGN YEARBOOK

HOMEROOM ROCKED!



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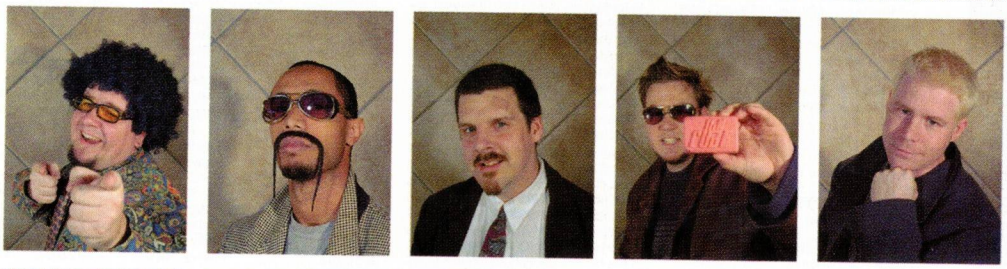
STAY SWEET! XOXO



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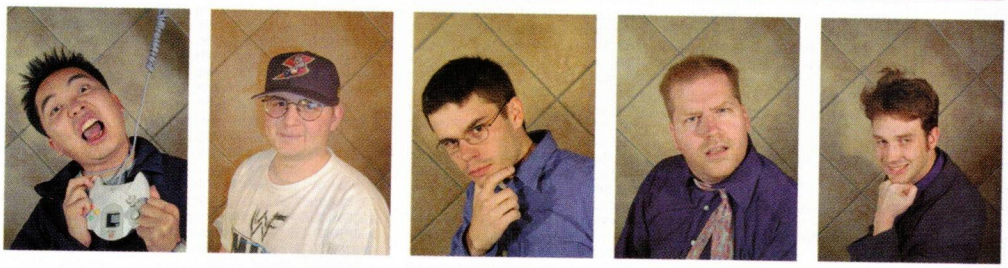

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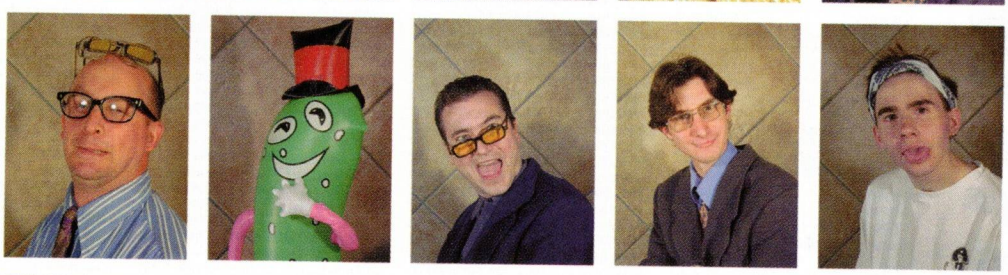

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PickleBoy
Peer Schneider
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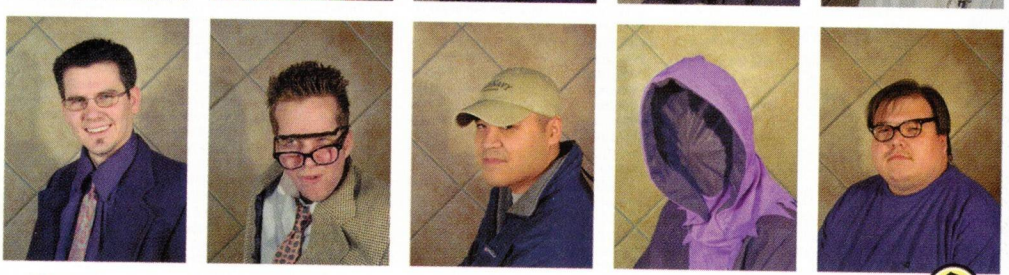

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Kid Mode Cheat 800e9de40001
Perfect Balance Cheat . .800e9de80001
Always Special On Cheat 800e9dec0001
Stud Cheat 800e9df00001
Weight Cheat 800e9df40001
Wireframe Cheat 800e9df80001
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Big Head Mode Cheat . .800e9e000001
Sim Mode Cheat 800e9e040001
Smooth Cheat 800e9e080001
Moon Physics Cheat . . .800e9e0c0001
Disco Mode Cheat 800e9e100001
Super Speed Cheat 800e9e140001
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All Tricks Avail. - TH 810e88c6ffff
All Tricks Avail. - TH 810e88c8ffff
All Tricks Avail. - TH 810e88cafffff
All Tricks Avail. - BB 810e89a4ffff
All Tricks Avail. - BB 810e89a6ffff
All Tricks Avail. - BB 810e89a8ffff
All Tricks Avail. - BB 810e89aafffff
All Tricks Avail. - BB 810e89acffff
All Tricks Avail. - BB 810e89aeffff
All Tricks Avail. - SC 810e8a88ffff
All Tricks Avail. - SC 810e8a8afffff
All Tricks Avail. - SC 810e8a8cffff
All Tricks Avail. - SC 810e8a8effff
All Tricks Avail. - SC 810e8a90ffff
All Tricks Avail. - SC 810e8a92ffff
All Tricks Avail. - KC 810e8b6cffff
All Tricks Avail. - KC 810e8b6effff
All Tricks Avail. - KC 810e8b70ffff
All Tricks Avail. - KC 810e8b72ffff
All Tricks Avail. - KC 810e8b74ffff
All Tricks Avail. - KC 810e8b76ffff
All Tricks Avail. - RG 810e8c50ffff
All Tricks Avail. - RG 810e8c52ffff
All Tricks Avail. - RG 810e8c54ffff
All Tricks Avail. - RG 810e8c56ffff
All Tricks Avail. - RG 810e8c58ffff
All Tricks Avail. - RG 810e8c5afffff
All Tricks Avail. - EK 810e8d34ffff
All Tricks Avail. - EK 810e8d36ffff
All Tricks Avail. - EK 810e8d38ffff
All Tricks Avail. - EK 810e8d3afffff
All Tricks Avail. - EK 810e8d3cffff
All Tricks Avail. - EK 810e8d3effff
All Tricks Avail. - BL 810e8e18ffff
All Tricks Avail. - BL 810e8e1afffff
All Tricks Avail. - BL 810e8e1cffff
All Tricks Avail. - BL 810e8e1effff
All Tricks Avail. - BL 810e8e20ffff
All Tricks Avail. - BL 810e8e22ffff
All Tricks Avail. - RM 810e8efcffff
All Tricks Avail. - RM 810e8efeffff
All Tricks Avail. - RM 810e8f00ffff
All Tricks Avail. - RM 810e8f02ffff
All Tricks Avail. - RM 810e8f04ffff
All Tricks Avail. - RM 810e8f06ffff
All Tricks Avail. - CM 810e8fe0ffff
All Tricks Avail. - CM 810e8fe2ffff
All Tricks Avail. - CM 810e8fe4ffff
All Tricks Avail. - CM 810e8fe6ffff
All Tricks Avail. - CM 810e8fe8ffff
All Tricks Avail. - CM 810e8feaffff
All Tricks Avail. - AR 810e90c4ffff
All Tricks Avail. - AR 810e90c6ffff
All Tricks Avail. - AR 810e90c8ffff
All Tricks Avail. - AR 810e90caffff
All Tricks Avail. - AR 810e90ccffff
All Tricks Avail. - AR 810e90ceffff
All Tricks Avail. - GR 810e91a8ffff
All Tricks Avail. - GR 810e91aaffff
All Tricks Avail. - GR 810e91acffff
All Tricks Avail. - GR 810e91aeffff
All Tricks Avail. - GR 810e91b0ffff
All Tricks Avail. - GR 810e91b2ffff
All Tricks Avail. - ES 810e928cffff
All Tricks Avail. - ES 810e928effff
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All Tricks Avail. - ES 810e9292ffff
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All Tricks Avail. - Custom P1 810e9454ffff
All Tricks Avail. - Custom P1 810e9456ffff
All Tricks Avail. - Custom P1 810e9458ffff
All Tricks Avail. - Custom P1 810e945afffff
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All Tricks Avail. - Custom P1 810e945effff
All Tricks Avail. - Custom P2 810e9538ffff
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All Tricks Avail. - Custom P2810e953cffff
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All Tricks Avail. - Custom P3810e961cffff
All Tricks Avail. - Custom P3 810e961effff
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All Tricks Avail. - Custom P3 810e9622ffff
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All Tricks Avail. - Custom P3 810e9626ffff
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All Tricks Avail. - Custom P4 810e9706ffff
All Tricks Avail. - Custom P4 810e9708ffff
All Tricks Avail. - Custom P4 810e970affff
All Tricks Avail. - Officer Dick810e97e4ffff
All Tricks Avail. - Officer Dick810e97e6ffff
All Tricks Avail. - Officer Dick810e97e8ffff
All Tricks Avail. - Officer Dick810e97eaffff
All Tricks Avail. - Officer Dick810e97ecffff
All Tricks Avail. - Officer Dick810e97eeffff
All Tricks Avail. - Spider-Man 810e98c8ffff
All Tricks Avail. - Spider-Man 810e98cafffff
All Tricks Avail. - Spider-Man 810e98ccffff
All Tricks Avail. - Spider-Man 810e98ceffff
All Tricks Avail. - Spider-Man 810e98d0ffff
All Tricks Avail. - Spider-Man 810e98d2ffff
Unlock Spider-Man 800e9dd80001
Unlock Spider-Man 800f0b9b0001
Unlock Hoffman Factory & Skate Heaven 800ea0cb003f

Alone In The Dark: The New Nightmare

Infinite Health 91ff14da
Infinite Revolver Ammo 9163dccc
Infinite Shotgun Ammo 9163ddcc
Infinite Crossbow Ammo . . .9163decc

GAME BOY COLOR

Commander Keen

Infinite Lives 916334c9
Infinite Continues 91633dc9
Max Score 917f35c9
Max Score 919636c9
Max Score 919837c9
Have All Keys 91ff95c9
Have All 3 Crystals 91ff3ac9
Have All 3 Crystals 91ff3bc9

Disney' Atlantis

Have All Crystals 916392c2
Infinite Health 91af90c2
Infinite Lives 910991c2
Infinite Air 91af93c2

Grand Theft Auto 2

Infinite Health 010577d6
Have All Weapons 01ffa0d6
Infinte Pistol Ammo 015088d6
Infinte S.Gun Ammo 01508cd6
Infinite Uzi Ammo 01508ed6
Infinite Cocktails 015090d6
Infinite F.thrower Ammo 015094d6
Infinite M.Gun Ammo 015096d6
Infinite Rockets 015092d6
Max Cash 9199a3d6
Max Cash 9199a5d6
Max Cash 9199a7d6

Land Before Time

Infinite Health 9109a0c0
Max Flowers 9163a2c0
Max Bags 9163a3c0

Legend Of Zelda: Oracle Of Ages

Max Health 9140aac6
Infinite Health 9140abc6
Invincible 91152bd0
Have Master Sword 9103b2c6
Have All Secondary Items . . .91ff9fc6
Have All Secondary Items . . .91ffa0c6
Have All Secondary Items . . .91ffa1c6
Have All Secondary Items . . .91ffa2c6
Have All Secondary Items . . .91ffa3c6
Have All Secondary Items . . .91ffa4c6
Have All Secondary Items . . .91ffa5c6
Have All Essences Of Ages . . .91ffbfc6
Infinite Rupees 9109aec6
Infinite Rupees 9199adc6
Infinite Bombs 9110B0C6
Have Mirror Shield 9103AFC6
Have Power Glove 9102B8C6
Have Tune of Ages on Harp of Ages 9103B7C6
Infinite Ember Seeds 9199B9C6
Infinite Scent Seeds 9199BAC6
Infinite Pegasus Seeds 9199BBC6
Infinite Gale Seeds 9199BCC6
Infinite Mystery Seeds 9199BDC6
Have All Dungeon Maps 01FF86C6
Have All Dungeon Maps 01FF87C6
Have All Compasses 01FF84C6
Have All Compasses 01FF85C6
Have All Boss Keys 01FF82C6
Have All Boss Keys 01FF83C6
Access The Advance Shop . .01EA14CF
Infinite Rock Currency 0163AFC6
All Pieces of the Heart . . .0106ACC6
Infinite Magic Fire Powder . .0109BCC6
Mega Jump 019014D0
Have Mermaid Suit 010CA3C6

Legend Of Zelda: Oracle Of Seasons

Have All Essences Of Nature .91ffbbc6
Have All Secondary Items . . .91ff96c6
Have All Secondary Items . . .91ff97c6
Have All Secondary Items . . .91ff98c6
Have All Secondary Items . . .91ff99c6
Have All Secondary Items . . .91ff9ac6
Have All Secondary Items . . .91ff9bc6
Have All Secondary Items . . .91ff9cc6
Infinite Rupees 9199a5c6
Infinite Rupees 9109a6c6
Max Health 9140A3C6
Infinite Ore(in Subrosia) 9199A7C6
Infinite Ore(in Subrosia) 9109A8C6
Have Rod of Seasons and all 4 powers . 918FB0C6
Infinite Bombs 9110AAC6
Have Master Sword 9103ACC6
Have Mirror Shield 9103A9C6
Infinite Ember Seeds 9199B5C6
Infinite Scent Seeds 9199B6C6
Infinite Pegasus Seeds 9199B7C6
Infinite Gale Seeds 9199B8C6
Infinite Mystery Seeds 9199B9C6

Wendy Every Witch Way

Infinite Lives 91636bca
Infinite Stars 91056cca
Infinite Time 91cdb5ca
Max Score 9109b8ca
Max Score 9109b9ca
Max Score 9109baca
Max Score 9109bbca
Max Score 9109bcca
Start On Last Level 9111d1ca

Matchbox Emergency Rescue

Infinite Time 912b50c5

Mat Hoffman's Pro BMX

Stop Timer 9109bdcc
Max Super Meter 9138dfcc
Have All Covers 911e62ca
Have All Medals 910663ca
Enable Jump (Star Level) . . .910980cc
One Letter Needed To Win . .91056ccb
One Letter Needed To Win . .91056dcb
One Star Needed To Win . . .91096dcb
Max Score 910984cc
Max Score 910985cc
Max Score 910986cc
Max Score 910987cc
Max Score 910988cc
Max Score 910989cc

Pokemon Crystal

1st Pokemon: Infinite HP . . .910301dd
1st Pokemon: Infinite HP . . .91e702dd
1st Pokemon: Infinite HP . . .910303dd
1st Pokemon: Infinite HP . . .91e704dd
1st Pokemon: Max Level 9164fedc
1st Pokemon: Max Stats 910305dd
1st Pokemon: Max Stats 91e706dd
1st Pokemon: Max Stats 910307dd
1st Pokemon: Max Stats 91e708dd
1st Pokemon: Max Stats 910309dd
1st Pokemon: Max Stats 91e70add
1st Pokemon: Max Stats 91030bdd
1st Pokemon: Max Stats 91e70cdd
1st Pokemon: Max Stats 91030ddd
1st Pokemon: Max Stats 91e70edd
2nd Pokemon: Infinite HP . . .910331dd
2nd Pokemon: Infinite HP . . .91e732dd
2nd Pokemon: Infinite HP . . .910333dd
2nd Pokemon: Infinite HP . . .91e734dd
2nd Pokemon: Max Level 91642edc
2nd Pokemon: Max Stats 910335dd
2nd Pokemon: Max Stats 91e736dd
2nd Pokemon: Max Stats 910337dd
2nd Pokemon: Max Stats 91e738dd
2nd Pokemon: Max Stats 910339dd
2nd Pokemon: Max Stats 91e73add
2nd Pokemon: Max Stats 91033bdd
2nd Pokemon: Max Stats 91e73cdd
2nd Pokemon: Max Stats 91033ddd
2nd Pokemon: Max Stats 91e73edd
3rd Pokemon: Infinite HP . . .910361dd
3rd Pokemon: Infinite HP . . .91e762dd
3rd Pokemon: Infinite HP . . .910363dd
3rd Pokemon: Infinite HP . . .91e764dd
3rd Pokemon: Max Level 91645edc
3rd Pokemon: Max Stats 910365dd
3rd Pokemon: Max Stats 91e766dd
3rd Pokemon: Max Stats 910367dd
3rd Pokemon: Max Stats 91e768dd
3rd Pokemon: Max Stats 910369dd
3rd Pokemon: Max Stats 91e76add
3rd Pokemon: Max Stats 91036bdd
3rd Pokemon: Max Stats 91e76cdd
3rd Pokemon: Max Stats 91036ddd
3rd Pokemon: Max Stats 91e76edd
4th Pokemon: Infinite HP . . .910391dd
4th Pokemon: Infinite HP . . .91e792dd
4th Pokemon: Infinite HP . . .910393dd
4th Pokemon: Infinite HP . . .91e794dd
4th Pokemon: Max Level 91648edc
4th Pokemon: Max Stats 910395dd
4th Pokemon: Max Stats 91e796dd
4th Pokemon: Max Stats 910397dd
4th Pokemon: Max Stats 91e798dd
4th Pokemon: Max Stats 910399dd
4th Pokemon: Max Stats 91e79add
4th Pokemon: Max Stats 91039bdd
4th Pokemon: Max Stats 91e79cdd
4th Pokemon: Max Stats 91039ddd
4th Pokemon: Max Stats 91e79edd
5th Pokemon: Infinite HP . . .9103c1dd
5th Pokemon: Infinite HP . . .91e7c2dd
5th Pokemon: Infinite HP . . .9103c3dd
5th Pokemon: Infinite HP . . .91e7c4dd
5th Pokemon: Max Level 9164bedc
5th Pokemon: Max Stats 9103c5dd
5th Pokemon: Max Stats 91e7c6dd
5th Pokemon: Max Stats 9103c7dd
5th Pokemon: Max Stats 91e7c8dd
5th Pokemon: Max Stats 9103c9dd
5th Pokemon: Max Stats 91e7cadd
5th Pokemon: Max Stats 9103cbdd
5th Pokemon: Max Stats 91e7ccdd
5th Pokemon: Max Stats 9103cddd
5th Pokemon: Max Stats 91e7cedd
6th Pokemon: Infinite HP . . .9103f1dd
6th Pokemon: Infinite HP . . .91e7f2dd
6th Pokemon: Infinite HP . . .9103f3dd
6th Pokemon: Infinite HP . . .91e7f4dd
6th Pokemon: Max Level 9164eedc
6th Pokemon: Max Stats 9103f5dd
6th Pokemon: Max Stats 91e7f6dd
6th Pokemon: Max Stats 9103f7dd
6th Pokemon: Max Stats 91e7f8dd
6th Pokemon: Max Stats 9103f9dd
6th Pokemon: Max Stats 91e7fadd
6th Pokemon: Max Stats 9103fbdd
6th Pokemon: Max Stats 91e7fcdd
6th Pokemon: Max Stats 9103fddd
6th Pokemon: Max Stats 91e7fedd
Pkmn1 Max PP 1 . . . . . .9163f6dc
Pkmn1 Max PP 2 . . . . . .9163f7dc
Pkmn1 Max PP 3 . . . . . .9163f8dc
Pkmn1 Max PP 4 . . . . . .9163f9dc
Pkmn2 Max PP 1 . . . . . .916326dd
Pkmn2 Max PP 2 . . . . . .916327dd
Pkmn2 Max PP 3 . . . . . .916328dd
Pkmn2 Max PP 4 . . . . . .916329dd
Pkmn3 Max PP 1 . . . . . .916356dd
Pkmn3 Max PP 2 . . . . . .916357dd
Pkmn3 Max PP 3 . . . . . .916358dd
Pkmn3 Max PP 4 . . . . . .916359dd
Pkmn4 Max PP 1 . . . . . .916386dd
Pkmn4 Max PP 2 . . . . . .916387dd
Pkmn4 Max PP 3 . . . . . .916388dd
Pkmn4 Max PP 4 . . . . . .916389dd
Pkmn5 Max PP 1 . . . . . .9163b6dd
Pkmn5 Max PP 2 . . . . . .9163b7dd
Pkmn5 Max PP 3 . . . . . .9163b8dd
Pkmn5 Max PP 4 . . . . . .9163b9dd
Pkmn6 Max PP 1 . . . . . .9163e6dd
Pkmn6 Max PP 2 . . . . . .9163e7dd
Pkmn6 Max PP 3 . . . . . .9163e8dd
Pkmn6 Max PP 4 . . . . . .9163e9dd
Have All Badges 91ff57d8
Have All Badges 91ff58d8
Infinite Money 910f4ed8
Infinite Money 91424fd8
Infinite Money 913f50d8
Catch Any Pokemon 910004d2
Enemy Level Modifier (In Battle) 910013d2
1 Hit Enemy Kills 910017d2
Low Game Time 9100c5d4
Low Game Time 9100c6d4
Have All PokeGear Items 91ff57d9

Project S-11

Infinite Armor 9190dbc1
Infinite Bombs 9106d8c1
Infinite Lives 9106dac1
Max Score 9199d6c1
Max Score 9199d7c1

Razor Freestyle Scooter

Always Turbo 9109bfc8
Always Turbo 9109c7c8
Always Bonus 9109c9c8
Always Bonus 9109d1c8
Infinite Cash 910961c6
Infinite Cash 910962c6
Infinite Cash 910963c6
Max Score 910970c8
Max Score 910971c8
Max Score 910972c8
Max Score 910973c8
Infinite Time 916349c9
Always First Place 9100c7c9
Always First Place 9100d1c9

Return Of The Ninja

Infinite Health 910f5cc8
Invisible! 910632cb
Have Power Flame 910100cb
Have Iron Claw 910160c8
Have Tabi 910161c8
Have Kabuto 910163c8
Have Mantle 910164c8
Have Mizugumo 910165c8

Roswell Conspiracies

Public Never Aware 9100dcc0
All Aliens Exposed 9100dac0
Infinite Health 966303d0

SpiderMan 2: The Sinister Six

Infinite Health 91ff19c1
Infinite Lives 9106ffc9
Infinite Web 910f43c9
One Hit Kills Bosses 910199c1

Tomb Raider: Curse Of The Sword

Infinite Health 91ea92c1
Infinite O2 . . . . . .91ea93c1
Have Unlimited L.Health Paks 9163b3c1
Have Unlimited S.Health Paks 9163b4c1
Have 99 Door Keys 9163b5c1
Have Sub Dock Key 91ffb6c1
Have 99 Dynamite Sticks . . .9163b7c1
Have 99 Cannon Balls 9163b8c1
Have Old Valve 9101b9c1
Have Ancient Shield 9101bcc1
Have Crowbar 9101bdc1
Have Train Lever 9101bec1
Have Piece Of Safe Code . . .9101bfc1
Have Rapid Bullets 916396c1
Have Shotgun Rounds 916397c1
Have Gun 910195c1
Have Fire Exit Key 9101b6c1
Have Generator Key 9102b6c1
Have Chemical Plant Key . . .9104b6c1

WWF Betrayal

Infinite Health 914021c0
Infinite Lives 910925c0
Max Move Meter 910524c0
Max Score 91092ac0
Max Score 91092bc0
Max Score 91092cc0
Max Score 91092dc0
Max Score 91092ec0
Max Score 91092fc0
1 Hit Enemy Kills 9300d1d8

X-Men: Wolverine's Rage

Infinite Lives 910599c3
Lots Of Time 910902c6
Lots Of Time 910903c6

GET EVERY GAMESHARK CODE AT WWW.GAMESHARK.COM

Press L For 0 Time A643831700000000
Touchdown Football:
Press L For More Time BCA5246F60704E1E
Press L For More Time E1C70A12000003E7
Press R For 0 Time BCA5246F80704E1E
Press R For 0 Time E1C70A1200000000
Com Never Wins . .396136C100000000
Player 1 Touchdown Needed To Win D86B9159C0705041
Player 1 Touchdown Needed To Win D86891590000001
Hockey:
Press R For More Time BCA5246F80704E1E
Press R For More Time 8A939F86000003E7
Press L For 0 Time BCA5246F60704E1E
Press L For 0 Time .8A939F8600000000

Street Fighter Alpha 3

Crouching Tiger Mode P1 . . . . . .A403526100000F000
Crouching Tiger Mode P2 . . . . . .4BCA1FC60000F000
Short Jump P1 . . . .A403526100000000
Short Jump P2 . . .4BCA1FC600000000

NINTENDO 64

Aidyn Chronicles

Must Be On ff5000000000
Infinite Gold 812773343b9a
Infinite Gold 81277336ca00
Infinite Healing Potion . .802785cb0032

Batman Beyond

Press L For Super Key . .d01bb02d0020
Press L For Super Key . .812085242000
Press Z- One Hit Boss Killsd01bb02c0020
Press Z- One Hit Boss Kills801fc5970000

Mario Party 3

Enable Code(Must Be On) f10824d02400
Unlock Mini-Games 810cc0defffff
Unlock Mini-Games 810cc0e0ffff
Unlock Mini-Games 810cc0e2ffff
Unlock Mini-Games 810cc0e4ffff
P1 Always Rolls 10 . . . .800cdbd5000a
P1 Always Rolls 1 . . . . .800cdbd50001
P2 Always Rolls 10 . . . .800cdc21000a
P2 Always Rolls 1 . . . . .800cdc210001
P3 Always Rolls 10 . . . .800cdc6d000a
P3 Always Rolls 1 . . . . .800cdc6d0001
P4 Always Rolls 10 . . . .800cdcb9000a
P4 Always Rolls 1 . . . . .800cdcb90001
Note: AP = All Players
P1 A+D-UP Roll 10 AP . .d10d55468800
P1 A+D-UP Roll 10 AP . .800cdbd5000a
P1 A+D-UP Roll 10 AP . .d10d55468800
P1 A+D-UP Roll 10 AP . .800cdc21000a
P1 A+D-UP Roll 10 AP . .d10d55468800
P1 A+D-UP Roll 10 AP . .800cdc6d000a
P1 A+D-UP Roll 10 AP . .d10d55468800
P1 A+D-UP Roll 10 AP . .800cdcb9000a
P1 A+D-DOWN Roll 1 AP .d10d55468400
P1 A+D-DOWN Roll 1 AP .800cdbd50001
P1 A+D-DOWN Roll 1 AP .d10d55468400
P1 A+D-DOWN Roll 1 AP .800cdc210001
P1 A+D-DOWN Roll 1 AP .d10d55468400
P1 A+D-DOWN Roll 1 AP .800cdc6d0001
P1 A+D-DOWN Roll 1 AP .d10d55468400
P1 A+D-DOWN Roll 1 AP .800cdcb90001
P2 A+D-UP Roll 10 AP . .d10d55488800
P2 A+D-UP Roll 10 AP . .800cdbd5000a
P2 A+D-UP Roll 10 AP . .d10d55488800
P2 A+D-UP Roll 10 AP . .800cdc21000a
P2 A+D-UP Roll 10 AP . .d10d55488800
P2 A+D-UP Roll 10 AP . .800cdc6d000a
P2 A+D-UP Roll 10 AP . .d10d55488800
P2 A+D-UP Roll 10 AP . .800cdcb9000a
P2 A+D-DOWN Roll 1 AP .d10d55488400
P2 A+D-DOWN Roll 1 AP .800cdbd50001
P2 A+D-DOWN Roll 1 AP .d10d55488400
P2 A+D-DOWN Roll 1 AP .800cdc210001
P2 A+D-DOWN Roll 1 AP .d10d55488400
P2 A+D-DOWN Roll 1 AP .800cdc6d0001
P2 A+D-DOWN Roll 1 AP .d10d55488400
P2 A+D-DOWN Roll 1 AP .800cdcb90001
P3 A+D-UP Roll 10 AP . .d10d554a8800
P3 A+D-UP Roll 10 AP . .800cdbd5000a
P3 A+D-UP Roll 10 AP . .d10d554a8800
P3 A+D-UP Roll 10 AP . .800cdc21000a
P3 A+D-UP Roll 10 AP . .d10d554a8800
P3 A+D-UP Roll 10 AP . .800cdc6d000a
P3 A+D-UP Roll 10 AP . .d10d554a8800
P3 A+D-UP Roll 10 AP . .800cdcb9000a
P3 A+D-DOWN Roll 1 AP .d10d554a8400
P3 A+D-DOWN Roll 1 AP .800cdbd50001
P3 A+D-DOWN Roll 1 AP .d10d554a8400
P3 A+D-DOWN Roll 1 AP .800cdc210001
P3 A+D-DOWN Roll 1 AP .d10d554a8400
P3 A+D-DOWN Roll 1 AP .800cdc6d0001
P3 A+D-DOWN Roll 1 AP .d10d554a8400
P3 A+D-DOWN Roll 1 AP .800cdcb90001
P4 A+D-UP Roll 10 AP . .d10d554c8800
P4 A+D-UP Roll 10 AP . .800cdbd5000a
P4 A+D-UP Roll 10 AP . .d10d554c8800
P4 A+D-UP Roll 10 AP . .800cdc21000a
P4 A+D-UP Roll 10 AP . .d10d554c8800
P4 A+D-UP Roll 10 AP . .800cdc6d000a
P4 A+D-UP Roll 10 AP . .d10d554c8800
P4 A+D-UP Roll 10 AP . .800cdcb9000a
P4 A+D-DOWN Roll 1 AP .d10d554c8400
P4 A+D-DOWN Roll 1 AP .800cdbd50001
P4 A+D-DOWN Roll 1 AP .d10d554c8400
P4 A+D-DOWN Roll 1 AP .800cdc210001
P4 A+D-DOWN Roll 1 AP .d10d554c8400
P4 A+D-DOWN Roll 1 AP .800cdc6d0001
P4 A+D-DOWN Roll 1 AP .d10d554c8400
P4 A+D-DOWN Roll 1 AP .800cdcb90001
P1 L+C Up - Max Coins P1d10d55460028
P1 L+C Up - Max Coins P1810d111203e7
P1 L+C Right - Max Coins P2d10d55460021
P1 L+C Right - Max Coins P2810d114a03e7
P1 L+C Left - Max Coins P3 d10d55460022
P1 L+C Left - Max Coins P3 810d118203e7
P1 L+C Down - Max Coins P4d10d55460024
P1 L+C Down - Max Coins P4810d11ba03e7
P1 R+C Up - No Coins P1 d10d55460018
P1 R+C Up - No Coins P1 810d11120000
P1 R+C Right - No Coins P2 d10d55460011
P1 R+C Right - No Coins P2 810d114a0000
P1 R+C Left - No Coins P3d10d55460012
P1 R+C Left - No Coins P3810d11820000
P1 R+C Down - No Coins P4 d10d55460014
P1 R+C Down - No Coins P4 810d11ba0000
P1 A+C Up - Max Stars P1 d10d55468008
P1 A+C Up - Max Stars P1 800d11160064
P1 A+C Right - Max Stars P2d10d55468001
P1 A+C Right - Max Stars P2800d114e0064
P1 A+C Left - Max Stars P3d10d55468002
P1 A+C Left - Max Stars P3800d11860064
P1 A+C Down - Max Stars P4d10d55468004
P1 A+C Down - Max Stars P4800d11be0064
P1 B+C Up - No Stars P1 d10d55464008
P1 B+C Up - No Stars P1 800d11160000
P1 B+C Right - No Stars P2d10d55464001
P1 B+C Right - No Stars P2800d114e0000
P1 B+C Left - No Stars P3d10d55464002
P1 B+C Left - No Stars P3800d11860000
P1 B+C Down - No Stars P4 d10d55464004
P1 B+C Down - No Stars P4 800d11be0000
P1 A+C Up-Max Hearts P1d10d55468008
P1 A+C Up-Max Hearts P1800d11160005
P1 A+C Right-Max Hearts P2d10d55468001
P1 A+C Right-Max Hearts P2800d114e0005
P1 B+C Up-No Hearts P1 d10d55464008
P1 B+C Up-No Hearts P1 800d11160000
P1 B+C Right-No Hearts P2 d10d55464001
P1 B+C Right-No Hearts P2 800d114e0000
P1 L+R For First Turn . .d10d55460030
P1 L+R For First Turn . .800cd05b0001
P1 R For Last Turn d10d55460010
P1 R For Last Turn 800cd05b0063
P2 L+C Up - Max Coins P1d10d55480028
P2 L+C Up - Max Coins P1810d111203e7
P2 L+C Right - Max Coins P2d10d55480021
P2 L+C Right - Max Coins P2810d114a03e7
P2 L+C Left - Max Coins P3 d10d55480022
P2 L+C Left - Max Coins P3 810d118203e7
P2 L+C Down - Max Coins P4d10d55480024
P2 L+C Down - Max Coins P4810d11ba03e7
P2 R+C Up - No Coins P1 d10d55480018
P2 R+C Up - No Coins P1 810d11120000
P2 R+C Right - No Coins P2 d10d55480011
P2 R+C Right - No Coins P2 810d114a0000
P2 R+C Left - No Coins P3d10d55480012
P2 R+C Left - No Coins P3810d11820000
P2 R+C Down - No Coins P4 d10d55480014
P2 R+C Down - No Coins P4 810d11ba0000
P2 A+C Up - Max Stars P1 d10d55488008
P2 A+C Up - Max Stars P1 800d11160064
P2 A+C Right - Max Stars P2d10d55488001
P2 A+C Right - Max Stars P2800d114e0064
P2 A+C Left - Max Stars P3 d10d55488002
P2 A+C Left - Max Stars P3800d11860064
P2 A+C Down - Max Stars P4d10d55488004
P2 A+C Down - Max Stars P4800d11be0064
P2 B+C Up - No Stars P1 d10d55484008
P2 B+C Up - No Stars P1 800d11160000
P2 B+C Right - No Stars P2d10d55484001
P2 B+C Right - No Stars P2800d114e0000
P2 B+C Left - No Stars P3d10d55484002
P2 B+C Left - No Stars P3800d11860000
P2 B+C Down - No Stars P4 d10d55484004
P2 B+C Down - No Stars P4 800d11be0000
P2 A+C Up-Max Hearts P1d10d55488008
P2 A+C Up-Max Hearts P1800d11160005
P2 A+C Right-Max Hearts P2d10d55488001
P2 A+C Right-Max Hearts P2800d114e0005
P2 B+C Up-No Hearts P1 d10d55484008
P2 B+C Up-No Hearts P1 800d11160000
P2 B+C Right-No Hearts P2 d10d55484001
P2 B+C Right-No Hearts P2 800d114e0000
P2 L+R For First Turn . .d10d55480030
P2 L+R For First Turn . .800cd05b0001
P2 R For Last Turn d10d55480010
P2 R For Last Turn 800cd05b0063
P3 L+C Up - Max Coins P1d10d554a0028
P3 L+C Up - Max Coins P1810d111203e7
P3 L+C Right - Max Coins P2d10d554a0021
P3 L+C Right - Max Coins P2810d114a03e7
P3 L+C Left - Max Coins P3 d10d554a0022
P3 L+C Left - Max Coins P3 810d118203e7
P3 L+C Down - Max Coins P4d10d554a0024
P3 L+C Down - Max Coins P4810d11ba03e7
P3 R+C Up - No Coins P1 d10d554a0018
P3 R+C Up - No Coins P1 810d11120000
P3 R+C Right - No Coins P2 d10d554a0011
P3 R+C Right - No Coins P2 810d114a0000
P3 R+C Left - No Coins P3d10d554a0012
P3 R+C Left - No Coins P3810d11820000
P3 R+C Down - No Coins P4 d10d554a0014
P3 R+C Down - No Coins P4 810d11ba0000
P3 A+C Up - Max Stars P1 d10d554a8008
P3 A+C Up - Max Stars P1 800d11160064
P3 A+C Right - Max Stars P2d10d554a8001
P3 A+C Right - Max Stars P2800d114e0064
P3 A+C Left - Max Stars P3 d10d554a8002
P3 A+C Left - Max Stars P3800d11860064
P3 A+C Down - Max Stars P4d10d554a8004
P3 A+C Down - Max Stars P4800d11be0064
P3 B+C Up - No Stars P1 d10d554a4008
P3 B+C Up - No Stars P1 800d11160000
P3 B+C Right - No Stars P2d10d554a4001
P3 B+C Right - No Stars P2800d114e0000
P3 B+C Left - No Stars P3d10d554a4002
P3 B+C Left - No Stars P3800d11860000
P3 B+C Down - No Stars P4 d10d554a4004
P3 B+C Down - No Stars P4 800d11be0000
P3 A+C Up-Max Hearts P1d10d554a8008
P3 A+C Up-Max Hearts P1800d11160005
P3 A+C Right-Max Hearts P2d10d554a8001
P3 A+C Right-Max Hearts P2800d114e0005
P3 B+C Up-No Hearts P1 d10d554a4008
P3 B+C Up-No Hearts P1 800d11160000
P3 B+C Right-No Hearts P2 d10d554a4001
P3 B+C Right-No Hearts P2 800d114e0000
P3 L+R For First Turn . .d10d554a0030
P3 L+R For First Turn . .800cd05b0001
P3 R For Last Turn d10d554a0010
P3 R For Last Turn 800cd05b0063
P4 L+C Up - Max Coins P1d10d554c0028
P4 L+C Up - Max Coins P1810d111203e7
P4 L+C Right - Max Coins P2d10d554c0021
P4 L+C Right - Max Coins P2810d114a03e7
P4 L+C Left - Max Coins P3 d10d554c0022
P4 L+C Left - Max Coins P3 810d118203e7
P4 L+C Down - Max Coins P4d10d554c0024
P4 L+C Down - Max Coins P4810d11ba03e7
P4 R+C Up - No Coins P1 d10d554c0018
P4 R+C Up - No Coins P1 810d11120000
P4 R+C Right - No Coins P2 d10d554c0011
P4 R+C Right - No Coins P2 810d114a0000
P4 R+C Left - No Coins P3d10d554c0012
P4 R+C Left - No Coins P3810d11820000
P4 R+C Down - No Coins P4 d10d554c0014
P4 R+C Down - No Coins P4 810d11ba0000
P4 A+C Up - Max Stars P1 d10d554c8008
P4 A+C Up - Max Stars P1 800d11160064
P4 A+C Right - Max Stars P2d10d554c8001
P4 A+C Right - Max Stars P2800d114e0064
P4 A+C Left - Max Stars P3d10d554c8002
P4 A+C Left - Max Stars P3800d11860064
P4 A+C Down - Max Stars P4d10d554c8004
P4 A+C Down - Max Stars P4800d11be0064
P4 B+C Up - No Stars P1 d10d554c4008
P4 B+C Up - No Stars P1 800d11160000
P4 B+C Right - No Stars P2d10d554c4001
P4 B+C Right - No Stars P2800d114e0000
P4 B+C Left - No Stars P3d10d554c4002
P4 B+C Left - No Stars P3800d11860000
P4 B+C Down - No Stars P4 d10d554c4004
P4 B+C Down - No Stars P4 800d11be0000
P4 A+C Up-Max Hearts P1d10d554c8008
P4 A+C Up-Max Hearts P1800d11160005
P4 A+C Right-Max Hearts P2d10d554c8001
P4 A+C Right-Max Hearts P2800d114e0005
P4 B+C Up-No Hearts P1 d10d554c4008
P4 B+C Up-No Hearts P1 800d11160000
P4 B+C Right-No Hearts P2 d10d554c4001
P4 B+C Right-No Hearts P2 800d114e0000
P4 L+R For First Turn . .d10d554c0030
P4 L+R For First Turn . .800cd05b0001
P4 R For Last Turn d10d554c0010
P4 R For Last Turn 800cd05b0063

Paper Mario

Always 100% Runaway . .8129fc242a00
No Random Battles 810b0f1a1900

Tony Hawk's Pro Skater

Unlock Officer Dick . . .801d03ba000b
Unlock Officer Dick . . .8129ea0e000b
Have All Tapes Officer Dick 810dde043232
Have All Tapes Officer Dick 810dde081f1f
Have All Tapes Officer Dick 810dde0a1f20
Have All Tapes Officer Dick 810dde0c1f1f
Have All Tapes Officer Dick 810dde0e201f
Have All Tapes Officer Dick 810dde102000

Tony Hawk's Pro Skater v1.1

Have All Tapes T. Hawk .810de9fc3232
Have All Tapes T. Hawk . .810dea001f1f
Have All Tapes T. Hawk .810dea021f20
Have All Tapes T. Hawk . .810dea041f1f
Have All Tapes T. Hawk .810dea06201f
Have All Tapes T. Hawk .810dea082000
Have All Tapes B. Burnquist 810dea103232
Have All Tapes B. Burnquist 810dea141f1f
Have All Tapes B. Burnquist 810dea161f20
Have All Tapes B. Burnquist 810dea181f1f
Have All Tapes B. Burnquist 810dea1a201f
Have All Tapes B. Burnquist 810dea1c2000
Have All Tapes Geoff Rowley810dea243232
Have All Tapes Geoff Rowley810dea281f1f
Have All Tapes Geoff Rowley810dea2a1f20
Have All Tapes Geoff Rowley810dea2c1f1f
Have All Tapes Geoff Rowley810dea2e201f
Have All Tapes Geoff Rowley810dea302000
Have All Tapes Bucky Lasek 810dea383232
Have All Tapes Bucky Lasek 810dea3c1f1f
Have All Tapes Bucky Lasek 810dea3e1f20
Have All Tapes Bucky Lasek 810dea401f1f
Have All Tapes Bucky Lasek 810dea42201f
Have All Tapes Bucky Lasek 810dea442000
Have All Tapes Chad Muska 810dea4c3232
Have All Tapes Chad Muska 810dea501f1f
Have All Tapes Chad Muska 810dea521f20
Have All Tapes Chad Muska 810dea541f1f
Have All Tapes Chad Muska 810dea56201f
Have All Tapes Chad Muska 810dea582000
Have All Tapes K. Campbell 810dea603232
Have All Tapes K. Campbell 810dea641f1f
Have All Tapes K. Campbell 810dea661f20
Have All Tapes K. Campbell 810dea681f1f
Have All Tapes K. Campbell 810dea6a201f
Have All Tapes K. Campbell 810dea6c2000
Have All Tapes A. Reynolds 810dea743232
Have All Tapes A. Reynolds 810dea781f1f
Have All Tapes A. Reynolds 810dea7a1f20
Have All Tapes A. Reynolds 810dea7c1f1f
Have All Tapes A. Reynolds 810dea7e201f
Have All Tapes A. Reynolds 810dea802000
Have All Tapes R. Glifberg 810dea883232
Have All Tapes R. Glifberg 810dea8c1f1f
Have All Tapes R. Glifberg 810dea8e1f20
Have All Tapes R. Glifberg 810dea901f1f
Have All Tapes R. Glifberg 810dea92201f
Have All Tapes R. Glifberg 810dea942000
Have All Tapes J.Thomas . .810dea9c3232
Have All Tapes J. Thomas . .810deaa01f1f
Have All Tapes J. Thomas .810deaa21f20
Have All Tapes J. Thomas . .810deaa41f1f
Have All Tapes J.Thomas . .810deaa6201f
Have All Tapes J. Thomas .810deaa82000
Have All Tapes E. Steamer 810deab03232
Have All Tapes E. Steamer .810deab41f1f
Have All Tapes E. Steamer .810deab61f20
Have All Tapes E. Steamer .810deab81f1f
Have All Tapes E. Steamer .810deaba201f
Have All Tapes E. Steamer 810deabc2000
Have All Tapes Officer Dick 810deac43232
Have All Tapes Officer Dick 810deac81f1f
Have All Tapes Officer Dick 810deaca1f20
Have All Tapes Officer Dick .810deacc1f1f
Have All Tapes Officer Dick 810deace201f
Have All Tapes Officer Dick 810dead02000
Unlock Officer Dick . . .810d0fca0001
Unlock Officer Dick . . .812a360e000b

Tony Hawk's Pro Skater 2

Max Cash - TH 810e8838000f
Max Cash - TH 810e883a423f
Max Cash - TH 810e883c000f
Max Cash - TH 810e883e423f
Max Cash - BB 810e891c000f
Max Cash - BB 810e891e423f
Max Cash - BB 810e8920000f
Max Cash - BB 810e8922423f
Max Cash - SC 810e8a00000f
Max Cash - SC 810e8a02423f
Max Cash - SC 810e8a04000f
Max Cash - SC 810e8a06423f
Max Cash - KC 810e8ae4000f
Max Cash - KC 810e8ae6423f
Max Cash - KC 810e8ae8000f
Max Cash - KC 810e8aea423f
Max Cash - RG 810e8bc8000f
Max Cash - RG 810e8bca423f
Max Cash - RG 810e8bcc000f
Max Cash - RG 810e8bce423f
Max Cash - EK 810e8cac000f
Max Cash - EK 810e8cae423f
Max Cash - EK 810e8cb0000f
Max Cash - EK 810e8cb2423f
Max Cash - BL 810e8d90000f
Max Cash - BL 810e8d92423f
Max Cash - BL 810e8d94000f
Max Cash - BL 810e8d96423f
Max Cash - RM 810e8e74000f
Max Cash - RM 810e8e76423f
Max Cash - RM 810e8e78000f
Max Cash - RM 810e8e7a423f
Max Cash - CM 810e8f58000f
Max Cash - CM 810e8f5a423f
Max Cash - CM 810e8f5c000f
Max Cash - CM 810e8f5e423f
Max Cash - AR 810e903c000f
Max Cash - AR 810e903e423f
Max Cash - AR 810e9040000f
Max Cash - AR 810e9042423f
Max Cash - GR 810e9120000f
Max Cash - GR 810e9122423f
Max Cash - GR 810e9124000f
Max Cash - GR 810e9126423f
Max Cash - ES 810e9204000f
Max Cash - ES 810e9206423f
Max Cash - ES 810e9208000f
Max Cash - ES 810e920a423f
Max Cash - JT 810e92e8000f
Max Cash - JT 810e92ea423f
Max Cash - JT 810e92ec000f
Max Cash - JT 810e92ee423f
Max Cash - Custom P1 . .810e93cc000f
Max Cash - Custom P1 . .810e93ce423f
Max Cash - Custom P1 . .810e93d0000f
Max Cash - Custom P1 . .810e93d2423f
Max Cash - Custom P2 . .810e94b0000f
Max Cash - Custom P2 . .810e94b2423f
Max Cash - Custom P2 . .810e94b4000f
Max Cash - Custom P2 . .810e94b6423f
Max Cash - Custom P3 . .810e9594000f
Max Cash - Custom P3 . .810e9596423f
Max Cash - Custom P3 . .810e9598000f
Max Cash - Custom P3 . .810e959a423f
Max Cash - Custom P4 . .810e9678000f
Max Cash - Custom P4 . .810e967a423f
Max Cash - Custom P4 . .810e9[illegible]
Max Cash - Custom P4 . .810e9[illegible]
Max Cash - Officer Dick .810e9[illegible]
Max Cash - Officer Dick .810e9[illegible]
Max Cash - Officer Dick .810e9[illegible]
Max Cash - Officer Dick .810e97[illegible]
All Gaps - Hanger . . . .800e9[illegible]
All Gaps - Hanger . . . . .810e9[illegible]
All Gaps - School II . . . .810e9[illegible]
All Gaps - School II . . . .810e9[illegible]
All Gaps - School II . . . .810e9[illegible]
All Gaps - Marseille . . . .810e9[illegible]
All Gaps - Marseille . . . .810e9[illegible]
All Gaps - Marseille . . . .800e9[illegible]
All Gaps - NY City . . . .810e9[illegible]
All Gaps - NY City . . . .810e9[illegible]
All Gaps - NY City . . . .810e9[illegible]
All Gaps - Venice Beach . .810e9[illegible]
All Gaps - Venice Beach . .810e9[illegible]
All Gaps - Venice Beach . .810e9[illegible]
All Gaps - Skatestreet . . .810e9[illegible]
All Gaps - Skatestreet . . .810e9[illegible]
All Gaps - Skatestreet . . .800e9[illegible]
All Gaps - Philadelphia . .810e9[illegible]
All Gaps - Philadelphia . .810e9[illegible]
All Gaps - Philadelphia . .810e9[illegible]
All Gaps - Bullring . . . .810e9[illegible]
All Gaps - Bullring . . . .810e9[illegible]
All Gaps - Bullring . . . .800e9[illegible]
Unlock Officer Dick . . . .810f087[illegible]
All Complete - TH . . . .810e884[illegible]
All Complete - TH . . . .810e884[illegible]
All Complete - TH . . . .810e884[illegible]
All Complete - TH . . . .810e884[illegible]
All Complete - TH . . . .810e884[illegible]
All Complete - TH . . . .810e884[illegible]
All Complete - TH . . . .810e884[illegible]
All Complete - BB . . . .810e892[illegible]
All Complete - BB . . . .810e892[illegible]
All Complete - BB . . . .810e892[illegible]
All Complete - BB . . . .810e892[illegible]
All Complete - BB . . . .810e892[illegible]
All Complete - BB . . . .810e893[illegible]
All Complete - BB . . . .810e893[illegible]
All Complete - SC . . . .810e8a0[illegible]
All Complete - SC . . . .810e8a0[illegible]
All Complete - SC . . . .810e8a0[illegible]
All Complete - SC . . . .810e8a0[illegible]
All Complete - SC . . . .810e8a1[illegible]
All Complete - SC . . . .810e8a1[illegible]
All Complete - SC . . . .810e8a1[illegible]
All Complete - KC . . . .810e8aec[illegible]
All Complete - KC . . . .810e8aee[illegible]
All Complete - KC . . . .810e8af0[illegible]
All Complete - KC . . . .810e8af2[illegible]
All Complete - KC . . . .810e8af4[illegible]
All Complete - KC . . . .810e8af6[illegible]
All Complete - KC . . . .810e8af8[illegible]
All Complete - KC . . . .810e8afa[illegible]
All Complete - RG . . . .810e8bb0[illegible]
All Complete - RG . . . .810e8bb2[illegible]
All Complete - RG . . . .810e8bb4[illegible]
All Complete - RG . . . .810e8bb6[illegible]
All Complete - RG . . . .810e8bb8[illegible]
All Complete - RG . . . .810e8bba[illegible]
All Complete - RG . . . .810e8bbc[illegible]
All Complete - RG . . . .810e8bbe[illegible]
All Complete - EK . . . .810e8cb4[illegible]
All Complete - EK . . . .810e8cb6[illegible]
All Complete - EK . . . .810e8cb8[illegible]
All Complete - EK . . . .810e8cba[illegible]
All Complete - EK . . . .810e8cbc[illegible]
All Complete - EK . . . .810e8cc0[illegible]
All Complete - EK . . . .810e8cc2[illegible]
All Complete - BL . . . .810e8d98[illegible]
All Complete - BL . . . .810e8d9a[illegible]
All Complete - BL . . . .810e8d9c[illegible]
All Complete - BL . . . .810e8d9e[illegible]
All Complete - BL . . . .810e8da0[illegible]
All Complete - BL . . . .810e8da2[illegible]
All Complete - BL . . . .810e8da4[illegible]
All Complete - BL . . . .810e8da6[illegible]
All Complete - RM . . . .810e8e7c[illegible]
All Complete - RM . . . .810e8e7e[illegible]
All Complete - RM . . . .810e8e80[illegible]
All Complete - RM . . . .810e8e82[illegible]
All Complete - RM . . . .810e8e84[illegible]
All Complete - RM . . . .810e8e86[illegible]
All Complete - RM . . . .810e8e88[illegible]
All Complete - RM . . . .810e8e8a[illegible]
All Complete - CM . . . .810e8f60[illegible]
All Complete - CM . . . .810e8f62[illegible]
All Complete - CM . . . .810e8f64[illegible]
All Complete - CM . . . .810e8f66[illegible]
All Complete - CM . . . .810e8f68[illegible]
All Complete - CM . . . .810e8f6a[illegible]
All Complete - CM . . . .810e8f6c[illegible]
All Complete - CM . . . .810e8f6e[illegible]
All Complete - AR . . . .810e9044[illegible]
All Complete - AR . . . .810e9046[illegible]
All Complete - AR . . . .810e9048[illegible]
All Complete - AR . . . .810e904a[illegible]
All Complete - AR . . . .810e904c[illegible]
All Complete - AR . . . .810e904e[illegible]
All Complete - AR . . . .810e9050[illegible]
All Complete - AR . . . .810e9052[illegible]
All Complete - GR . . . .810e9128[illegible]
All Complete - GR . . . .810e912a[illegible]

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Press Select+R1- Extra Time80100a100009
Mod Chip Enable Code . .d0020094023a
Mod Chip Enable Code . .800200961000
Mod Chip Enable Code . .d002000c000a
Mod Chip Enable Code . .8002000e1000
Super Tiny Players 800f09dc0012
Super Huge Players 800f09dc0027
Max Throwing(Creation) .8012321800ff
Max Durability(Creation) .8012321c00ff
Max Endurance(Creation) 8012321e00ff
Max Vertical(Creation) . .8012322000ff
Max Blocking(Creation) . .8012322200ff
Max Tackling(Creation) . .8012322400ff
Max Hands(Creation) . . .8012322600ff
Max Accuracy(Creation) .8012322800ff
Max Break Tackles(Creation) 8012322a00ff
Super Tall Created Player 301231e80036
Super Heavy Created Player 801231ea02ff

One Piece Mansion

1 Million Dollars 8012fed8e100
1 Million Dollars 8012feda05f5
Unlock Pitica 30114f650001

Rayman:Brain Games

Max Health 300952210004
Infinite Health 300c2cea0002
Infinite Lives 300952180005
Press L1 To Be Invincible .d00db9c0fffb
Press L1 To Be Invincible 300c2ccd0000
Press R1 To Skip Timed Levels d00db9c0fff7
Press R1 To Skip Timed Levels 8009533cffff
Press R2 To Freeze Screen d00db9c0fffd
Press R2 To Freeze Screen30094a440002
Press L2 To Unfreeze Screen d00db9c0fffe
Press L2 To Unfreeze Screen 30094a440000

World's Scariest Police Chases

Unlock Missions-Pursuit Mode800fc0ba0014
Unlock Missions-Single Mission800fc3420014
Unlock Locations-Free Patrol 800fc340ffff
Unlock Bonus Items 800fc344ffff
Infinite Ammo 8006b4542400
Infinite Health(Enemies Too) 800707e42400

DREAMCAST

18 Wheeler Amer. Pro Trucker

[M] Must Be First 9C5D88F8
Must Be On 2458C4A900000002
Inf Time Arcade . .F294B9A300000009
Inf Time Arcade . .331EA94800000009
Inf Time Parking . .C8CAF77E00000009
Inf Time Parking . .8C9C7A4800000009
Inf Time Parking .A6ADE1DA00000009
Time 0:00:00 Parking D6CA9BFA00000009
Inf Time Score Attack 4B5ACED700000009
Max Cash 6A8C763205F5E0FF
[M] Must Be Last 245EECA9

Alien Front Online

[M] Must Be First 9C5D88F8
Press L&R- Instant WinA79D8771000FFFC
Press L&R- Instant WinCCFAE1EA00000063
Press L&R- Instant WinA79D8771000FFFC
Press L&R- Instant Win8CEC6CB5000000063
Press L&R- Instant WinA79D8771000FFFC
Press L&R- Instant Win6A8DF07D00000063
Press L&R- Instant WinA79D8771000FFFC
Press L&R- Instant WinECE87F5900000063
[M] Must Be Last 245EECA9

Alone In The Dark: The New Nightmare

[M] Must Be First 9C5D88F8
Press L For OK Status202BEB0360704E1E
Press L For OK StatusA44DD51C00000064
Press L To Refill Health Packs 202BEB0360704E1E
Press L To Refill Health Packs 1CA5BDE300000063
Press L To Refill Phosphorus Charges 202BEB0360704E1E
Press L To Refill Phosphorus Charges E7585C2300000063
Press L To Have Shot Gun 202BEB0360704E1E
Press L To Have Shot Gun D1AAAF4A00000066
Press L To Refill Shot Gun Ammo 202BEB0360704E1E
Press L To Refill Shot Gun Ammo D9AAAF4A00000009
[M] Must Be Last 245EECA9

Charge 'N Blast

All Characters E7E719F10000FFFF
Weak Bosses B7BE38EB00000000
Weak Bosses B74638EB00000000

Coaster Works

[M] Must Be First 9C5D88F8
99 Memory Loss RidersCACAFCC300000063
99 Blacked Out RidersCABAFCC300000063
99 Thrown Up RidersF684B2EC00000063
99 Queasy Riders . .20BDEC5400000063
99 MPH Score 5465EED600000009F
10 G Score 5595EED600000064
200 Thrill Score . . .8A3C719C000000c8
100 Safety Score . .A96DEA0E00000064
Press 'X'- Super Boost FD12A87AA0704D9E
Press 'X'- Super Boost .89DC719D00004100
Press 'Y'- Short Boost FD12A87AA0704DDE
Press 'Y'- Short Boost .89DC719D00004020
Unlock All Parks . .47DCC23920705081
Unlock All Parks . . .66556CA800000003
Unlock All Parks . . .666BECA8E0705061
Unlock All Parks . . .666DECA800000303
Unlock All Parks . . .9BFE009EE0705061
Unlock All Parks . . .9BF8009E00000303
Unlock All Parks . .A6CBEBF2C0705041
Unlock All Parks . .A6CD6BF200000003
[M] Must Be Last 245EECA9

Confidential Mission

[M] Must Be First 9C5D88F8
Inf Credits 5875E8AD00000008
High Score P1 . . . .2D1C6FA5000F423F
High Score P1 . . . .25FC6AF3000F423F
High Score P2 . . . .6FAC6BF30098967F
[M] Must Be Last 245EECA9

Crazy Taxi

(M) Must Be On . . .22C5F54A00000002
$99999.99 Cash . . .DF6842610098967F
$9999.99 Per Passenger54F7BBC1000F423F
Infinite Game Time B0163B3300001 73E
Inf Passenger Time .63CB6AFF00000589
Expert Mode 7BC59F9900000001
Expert Mode C3ABAB6300000001
Box Complete/Enable Bike 945806D80000FFFF

Crazy Taxi 2

Inf Passenger Time 2B1DEBFF000007FF
Max Fare E7E9FE5B0098967F
Max Total Cash . . .51F473A305F5E0FF
Crazy Pyramid Complete 19F41E74FFFFFFFF
Press X For More Game Time 9D2E1FE8A0704D9E
Press X For More Game Time 76F33DF70000FFFF
Collect One Balloon To Win 34C8BF3C80705040
Collect One Balloon To Win 34CEBF3C00000000
Always Pass Golf Challenge CBDAE74B0000FFFF
Turbo Press X 9D2E1FE8A0704D9E
Turbo Press X 64DDEE34000045A0
Super Break Press A 9D2E1FE820704E1E
Super Break Press A 64DDEE3400000000
Reverse Turbo Press A+X 9D2E1FE8A0704D5E
Reverse Turbo Press A+X 64DDEE340000C537
All Characters/Maps/Cars A88D7694000000FF
[M] Must Be Last 245EECA9

Death Crimson OX (Japanese)

[M] Must Be First 9C5D88F8
Infinite Credits . . .620DEE4000000005
P1 Infinite Health .9D498DF740400000
P1 Infinite Ammo . .62656E400000000A
P1 Max Score A10C669B0098967F
P1 Quick Level Up .295DE0C100000000
P1 Quick Level Up .5D83E243C0705041
P1 Quick Level Up .5D85E243000042C8
P2 Infinite Health .EAA9EFBB40400000
P2 Infinite Ammo . .24156F430000000A
P2 Max Score FF353E7900989 67F
P2 Quick Level Up .765336C900000000
P2 Quick Level Up .A17BE69BC0705041
P2 Quick Level Up .A17DE69B0000242C8
[M] Must Be Last 245EECA9

Death Crimson OX

[M] Must Be First 9C5D88F8
Inf Health P1 . . . .FF04BE6A00004040
Max Score P1 . . . .EB89EFA805F5E0FF
Max Experience P1 .9C180DE4000044 00
Inf Health P2 . . . .5DE5E25000004040
Max Score P2 . . . .406B4F4305F5E0FF
Max Experience P2 .EBF86FA800004400
Infinite Credits . . .A34D690F00000009
1 Hit Boss Kills . . .39F8A18CC0707041
1 Hit Boss Kills . . .39FEA18C00000000
1 Hit Boss Kills . . .875A74A4C0707041
1 Hit Boss Kills . . .875C74A400000000
[M] Must Be Last 245EECA9

ESPN NBA 2Night

Keep-Away Mode-Away Advantage 90380BA700000001
Keep-Away Mode-Home Advantage 90380BA700000000

Floigan Bros. Ep 1

[M] Must Be First 9C5D88F8
999 Points Hoigle .DF4ACA08000003E7
999 Points Moigle . .3F4EFEFB000003E7
0 Points Moigle . . .3F4EFEFB00000000
SuperMoigle 55B4642100000000
SuperMoigle 91098AE900C92AF8
[M] Must Be Last 245EECA9

Giga Wing 2

[M] Must Be First 9C5D88F8
P1 Infinite Lives . .656DD7B800000003
P1 Infinite Bombs .86CC4B7000000003
P2 Infinite Lives . .A5CDD0E200000003
P2 Infinite Bombs . .9B883B8E00000003
P3 Infinite Lives . . .FBF4880000000003
P3 Infinite Bombs .EC6859C200000003
P4 Infinite Lives . . .386E9E5800000003
P4 Infinite Bombs .2E1DD6B800000003
Max Score Multiplier FD9488010000FFFF
Max Score Multiplier 78B300B00000FFFF
Unlock All Ships . . .F794886F000003E0
All Gallery Pics . . .C6D864E0E0703041
All Gallery Pics 9721AE1E
All Gallery Pics . . .862C69BF0000FFFF
All Secret Options .D8AA88640000FFFF
All Score Attack Stages85CC69B500000006
[M] Must Be Last 245EECA9

Heavy Metal: Geomatrix

[M] Must Be First 9C5D88F8
Inf Health P1 . . . .C02AD5BE000003E8
Low Health Enemy 1 DCDAB93600000000
Low Health Enemy 2 B88FEE0200000000
Inf Time 8AADD81E00001000
P1 Max Score Chaos E309CAAC05F5E0FF
Instant Win P1 Arcade Mode 8AADD81E00000000
Instant Win P1 Arcade Mode DCDAB93600000000
Instant Win P1 Arcade Mode B88FEE0200000000
Instant Win P2 . . .8AADD81E00000000
Instant Win P2 . . .B88FEE0200000000
Infinite Weapon Ammo P1 . . . . . .B5DFEE5500000028
Infinite Weapon Ammo P2 . . . . . .ADCDC32300000028
No Weapon Ammo P1B5DFEE5500000000
No Weapon Ammo P2 . . . . . .ADCDC32300000000
Never Win P1 . . . .CAD2554100000000
Never Win P2 . . . .D53A39C500000000
[M] Must Be Last 245EECA9

Jet Grind Radio

All Graffiti A2EB53A300000101
All Graffiti B20778BFE06D7041
All Graffiti E0507061
All Characters . . .86D2CF33E070D041
All Characters E0507061

King Of Fighters Evolution

[M] Must Be First 9C5D88F8
Infinite Time 77433BB900000009
Weak Throws 251DEC5800000018
Only Throws Damage P1 . . . . . .240DEC04000052EB
Only Throws Damage P1 . . . . . .4DEAC39500003E26
Only Throws Damage P2 . . . . . .240DEC04000052EB
Only Throws Damage P2 . . . . . .4DEAC395000032E6
Hit Opponent Anywhere 656DED0500000018
Inf Health P1 Only .9CA981643406504B
Inf Health P2 Only 9CA981643046504B
Inf Health P1 & P2 C34AFCC500000008
Inf Sp Meter P1 Only 7C92B0CD3D3653DB
Inf Sp Meter P2 Only 7C92B0CD33D653DB
Inf Sp Meter P1 & P2 ABBDE09F00000018
[M] Must Be Last 245EECA9

King Of Fighters Dream Match

[M] Must Be First 9C5D88F8
P1 Inf Points 666DAC2B0000FFFF
Inf Time E9D86DAF00000009
Inf Health P1 Only CBCAF4C60000534C
Inf Health P1 Only CBBAF4C600003436
Inf Health P2 Only CBCAF4C60000534C
Inf Health P2 Only CBBAF4C600003346
Inf Health P1 & P2 CBBAF4C600000008
Only Throws Damage P1 . . . . . .15340AAC33D653DC
Only Throws Damage P1 . . . . . .444ACB8700008B20
Only Throws Damage P2 . . . . . .15340AAC3D3653DC
Only Throws Damage P2 . . . . . .444ACB8700008B20
Only Throws Damage P1 & P2 . . . . . .443ACB8700000008
Only Throws Damage P1 & P2 . . . . . .444ACB8700008B20
Inf Sp Meter P1 Only 3D2EAD763046504C
Inf Sp Meter P2 Only 3D2EAD763406504C
Inf Sp Meter P1 & P2 609DE49600000018
Weak Throws P2 . . .AF9DE20B00003426
Weak Throws P1 . . .AF9DE20B00003246
Weak Throws AF9DE20B00000008
Hit Anywhere E5386B6C00000009
[M] Must Be Last 245EECA9

Last Blade 2

[M] Must Be First 9C5D88F8
Stop Timer F484B6010000000A
P1: Infinite Health B19E4C9452D05040
P1: Infinite Health .1975891700003026
P2: Infinite Health B19E4C9452D05040
P2: Infinite Health .1975891700003206
P1: Max Special Meter 7A2330DE0000E20D
P1: Max Special Meter 90E98BE072284218
P1: Max Special MeterD00B1AC56222320C
P1: Max Special Meter 300F2E3689063210
P2: Max Special Meter 7A2330DE0000E20D
P2: Max Special Meter 90E98BE072284218
P2: Max Special MeterD00B1AC56222320C
P2: Max Special Meter 300F2E368B063210
[M] Must Be Last 245EECA9

Mat Hoffman's Pro BMX

[M] Must Be First 9C5D88F8
Unlock Gran,TH,Wrhse,Brnsde 50F5F34700000079
Unlock All Levels-MHE6E87EBF000000063
Unlock All Levels-MH249C71C5FFFFFFFF
Unlock All Levels-MH7B92A7CDFFFFFFFF
Unlock All Levels-ME 93E99CF300000063
Unlock All Levels-MED30B0DD6FFFFFFFF
Unlock All Levels-ME 330F3925FFFFFFFF
Unlock All Levels-CN682C70C500000063
Unlock All Levels-CN95C99CF3FFFFFFFF
Unlock All Levels-CN E229FEBFFFFFFFFF
Unlock All Levels-JK 486B5E5400000063
Unlock All Levels-JK 56947347FFFFFFFF
Unlock All Levels-JK AA6C779FFFFFFFFF
Unlock All Levels-RT F5F52F7D00000063
Unlock All Levels-RT 366F3925FFFFFFFF
Unlock All Levels-RT88CDEC0DFFFFFFFF
Unlock All Levels-DM864DEC0D00000063
Unlock All Levels-DMC7FB6152FFFFFFFF
Unlock All Levels-KR 46AB5E5400000063
Unlock All Levels-KR7032A7CDFFFFFFFF
Unlock All Levels-KR C51B6152FFFFFFFF
Unlock All Levels-ST 10741F7F00000063
Unlock All Levels-ST 408B5E54FFFFFFFF
Unlock All Levels-ST 9CA99CF3FFFFFFFF
Unlock All Levels-Granny C0DB615200000063
Unlock All Levels-Granny FC952F7DFFFFFFFF
Unlock All Levels-Granny 5E747347FFFFFFFF
Unlock All Levels-TH6C6C70C400000063
Unlock All Levels-THACCC779EFFFFFFFF
Unlock All Levels-THF2F52F7CFFFFFFFF
Unlock All Bikes-MH E4587EBF000000FF
Unlock All Bikes-ME CDAAE152000000FF
Unlock All Bikes-CN 94181CF3000000FF
Unlock All Bikes-JK 4ADADE54000000FF
Unlock All Bikes-RT D89A8DD6000000FF
Unlock All Bikes-DM 9B581CF3000000FF
Unlock All Bikes-KR 609DF0C5000000FF
Unlock All Bikes-ST .12C59F7F000000FF
Unlock All Bikes-Granny B44FDAFD000000FF
Unlock All Bikes-TH 90581CF2000000FF
Max Stats-MH 1EB41F7F0A0A0A0A
Max Stats-MH 4FCB5E540A0A0A0A
Max Stats-ME E5A9FEBF0A0A0A0A
Max Stats-ME 18941F7F0A0A0A0A
Max Stats-CN B1FE5AFC0A0A0A0A
Max Stats-CN E389FEBF0A0A0A0A
Max Stats-JK 6B6C70C50A0A0A0A
Max Stats-JK ABCC779F0A0A0A0A
Max Stats-RT FB752F7D0A0A0A0A
Max Stats-RT 38EF39250A0A0A0A
Max Stats-DM BEBE5AFC0A0A0A0A
Max Stats-DM ED49FEBF0A0A0A0A
Max Stats-KR 838DEC0D0A0A0A0A
Max Stats-KR B89E5AFC0A0A0A0A
Max Stats-ST 3FCF39250A0A0A0A
Max Stats-ST 75F2A7CD0A0A0A0A
Max Stats-Granny .D1AB0DD70A0A0A0A
Max Stats-Granny .1CD41F7E0A0A0A0A
Max Stats-TH B5BE5AFD0A0A0A0A
Max Stats-TH CC7B61530A0A0A0A
All Cinematics2 Unlocked F214AF7D0000FFFF
[M] Must Be Last 245EECA9

NFL2K2

Must Be First 9C5D88F8
Away Team Scores 100AAED6A6F800000064
Away Team Scores 0 .AAED6A6F800000000
Away Team Infinite Timeouts D74ADCB100000003
Away Team No Timeouts D74ADCB1000000000
Home Team Scores 100B37F8B9B00000064
Home Team Score 0 .B37F8B9B00000000
Home Team Infinite Timeouts E1082FD800000003
Home Team No Timeouts E1082FD8000000000
Must Be Last 245EECA9

Outtrigger

Infinite Strength . .DFD89B5A00000130
Infinite Ammo (All Weapons) 2F7F72DF00000063
Max Combo Gauge .24FF7BC0000000130
Max Score F5F970C905F5E0FF
Infinite Time D08086D800000005

Phantasy Star Online

Enable Code (Must Be On) 1EBF9758C0705040
Save To A Different Memory Card 154C151700000018
Save To A Different Memory Card 123415160000008
Save To A Different Memory Card 1264151600000018

Project Justice

[M] Must Be First 9C5D88F8
Infinite Health P1 .89BC616E000000C8
Infinite Health P2 .75E32AB0000000C8
Low Health P1 . . .89BC616E00000000
Low Health P2 . . . .75E32AB0000000000
50% Health P1 . . . .89BA616EC0705038
50% Health P1 . . . .89BC616E00000064
50% Health P2 . . . .75E52AB0C0705038
50% Health P2 . . . .75E32AB0000000064
Extra Characters . .C66AE3E10000FFFF
P1 Max Burning Vigor Gauge EAA873DC00000500
P1 No Burning Vigor Gauge EAA873DC00000000
P2 Max Burning Vigor Gauge CA9AEC2C00000500
P2 No Burning Vigor Gauge CA9AEC2C00000000
[M] Must Be Last 245EECA9

Record Of Lodoss War

All Spells 646F2C84E0703041
All Spells 209030A1
Mythril Blade Equipped 3A8EE56100000016

Reel Fishing Wild

Japanese River . . .89E38C3B00000001
Japanese Mountain Lake 3D81257F00000001
NA Pond B2363BB800000001
NA Reservoir 23D7627700000001
NA Mountain River .614B6A0E00000001
NA Highland River .15D417DD00000001
Canadian Lake 2357620300000001
Australian River . . .B3763BCE00000001
NZ River 61AB6A0100000001
NZ River 2 . . . . . .DDB8828200000001
Amazon Branch River5697760D00000001
Middle Amazon . . .DE78828800000001
Pantanal, SA 8B038C5400000001
All Lures 2167621400000101
All Lures 637A2A10E06F1041
All Lures E0507061
All Reels/Lines . . .DEE9C28EE070F041
All Reels/Lines E0507061
All Rods 20B62214E0703041
All Rods E0507061
Carbon Nano Tube ReelA0AF10C0000000001
Monster 30lb Reel .5677360600000001
Frog C 9FC84BA6000000001
Super Bopper C . . .215F221400000001

Soldier Of Fortune

[M] Must Be First 9C5D88F8
Inf Armor F564BD32000000009
Inf Shells/Bullets . .E9086C9300000009
Inf Shells/Bullets . .8C9C7E3100000009
[M] Must Be Last 245EECA9

Sports Jam

Max Money 5247A291E0FF05F5
Max Points 8F7398C600000270F
Unlock All Characters638BA4AAFFFFFFFF
Unlock All Characters5087B8BCFFFFFFFF
Infinite Continues .BFC6357700000009
Basketball:
All Goals Done 82A39F8400000014
Super Bat 74FDC18400004000
Press L For More Time CA5246F60704E1E
Press L For More Time 8A935F86000003E7
Press R For 0 Time BCA5246F80704E1E
Press R For 0 Time 8A935F86000000000
Baseball:
Press R For More Time BCA5246F80704E1E
Press R For More Time BAD6E80B000003E7
Press L For 0 Time . .BCA5246F60704E1E
Press L For 0 Time .BAD6E80B00000000
Tennis:
Press L For More Time BCA5246F60704E1E
Press L For More Time AC33831A000003E7
Press R For 0 Time BCA5246F80704E1E
Press R For 0 Time AC33831A00000000
Free Kick Soccer:
Press R For More Time BCA5246F80704E1E
Press R For More Time 5087A5D1000003E7
Press L For 0 Time BCA5246F60704E1E
Press L For 0 Time .5087A5D100000000
Close To Pin Golf:
Press L For More Time BCA5246F60704E1E
Press L For More Time 6B3BB9C7000003E7
Press R For 0 Time BCA5246F80704E1E
Press R For 0 Time 6B3BB9C700000000
Field Goal Kick:
Press R For More Time BCA5246F80704E1E
Press R For More Time C67B357E000003E7
Press L For 0 Time BCA5246F60704E1E
Press L For 0 Time .C67B357E00000000
Putt:
Press L For More Time BCA5246F60704E1E
Press L For More Time 87735F86000003E7
Press R For 0 Time .BCA5246F80704E1E
Press R For 0 Time .87735F8600000000
Corner Kick Soccer:
Press R For More Time BCA5246F80704E1E
Press R For More Time A6438317000003E7
Press L For 0 Time BCA5246F60704E1E

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Mario Kart Super Circuit

With 99 coins, your cart will be the fastest in the land. Blazing through the game at break-neck speeds is now possible thanks to this code. Watch out Bowser!
Also Requires:
Must Be On [M]
89EC6F209693B97D
40CA9C2C0425B83A

Have 99 coins
8C1A761B31E2378B

Pinobee
Must Be On [M] . . .6FCCC142958D398C
Must Be On [M] . . .C8D9445D78DB0B04
Multi Jumps EE810F72C51EB24C
Good Times 577B31D05B2518DB
Good Times 03B8AD87CA5AFF23
Good Times 6186A35124E81511
Good Times 05BEF39620ED1B2C
Good Times 689E0CC625926D0E
Good Times 8B2E3D23C94AAF1D
Good Times 0AF8FF910206AAFF
Good Times 62196C1B53CBE4FD
Good Times 8F1706F7D52746C1
Good Times A6135DA3FF4E1288
Good Times 23428EAF1BC0419F
Good Times 64615DC6F4ECA48F
Good Times 8734A09949454CED
Good Times C2ABD40042088860
Good Times 258CFCC1F64E7722
Max Flower CD3A316672E692F8
Max Flower 049E1B13F514DF2F
Infinite Life Meter .2172D000C90C8AC0
Max Energy 9039793CABC96185
Press GS for Slow . .7896079427667199

Pitfall
Must Be On [M] . . .455926F27B64A7B1
Must Be On [M] . . .AA79B66C04BA86E6
Inf Lives 8F14E91D9C329E12
Inf Continues 1E50A952B76F20EE
Inf Health D24F9602FFAB2DCB
Inf Sling Bullets . .3F6D1103586AC2D4
Inf Boomerangs . . .DE6DF02042FA3F1E
Press GS for Slow . .7896079427667199

Power Rangers: Time Force
Must Be On [M] . . .21E6FBBA471F3AF7
Must Be On [M] . . .23BDF2F06940F438
Infinite Health . . .862454061122FD38
Infinite Energy . . .C7A63AEE28C41C10
Have All 3 Weapons C7A63AEE28C41C10
Infinite Continues .2A8C41C110768875

Rayman Advance
Must Be On [M] . . .EC5E7FD629132E88
Must Be On [M] . . .B6BA201FB2EF6360
Inf Lives 5C42BD1F87E01B06
Inf Health E596F3482D4F1120
99 Blue Balls 2C54AEE931DDF077
Mega Jump BA99585DCBC29CD5
Press GS Button for Slow . . . . . .
7896079427667199

Ready 2 Rumble Rnd 2
Must Be On [M] . . .2BAD94C472A1BA53
Must Be On [M] . . .C0EB43BA5736D4CF
Inf Health 3B6DA6CC88C4B26C
Inf Health ED561BA4168CCF4A
Inf Stamina 473E13193FB1D572
Inf Stamina 99738B23CC954F50
Always Max Rumble 61830EAC29609719
Freeze Round Timer 4537B02C20514DA3
1 Hit To KO P2 . . .0B6354857729567CC
1 Hit To KO P2 . . .40361B4307A8E0FB
Press GS for Slow . .7896079427667199

RugRats Castle Capers
Must Be On [M] . . .47634BFA9E1B0EF5
Must Be On [M] . . .FDBF44F6856F55BB
Max Diapies 30F43CC8B1841777
All Items Collected A8982439FFC4F6BA
Max Score 816CD34B71FE1C2E
Max Score 2C4C7F33BBCC9867
Max Score 8BC8FE308E6B0661
Max Score 3D2102ADE9C0E4A9

SIFK: Baseball
Must Be On [M] . . .CE7C995636ABB119
Must Be On [M] . . .7F6454C2DE5E2BA6
Inf Character Points 33AA4615323239DB
1 Ball And You Walk 5F50E677F3FA4004
Never Strike Out . .BBC986D27AA54DDE
No Outs 3DD5EF5E45CA6C24
Home Team Score 997FB50453A2270C76
Home Team Score 0 29599C461B06303C
Away Team Score 99A522B9323F6D60A1
Away Team Score 0 4A3744BCEC5BDAC1

Super Dodgeball
Must Be On [M] . . .FECD9D39641FEE89
Must Be On [M] . . .9ECC660CB28C4B21
Inf Health Team . .300B53BA5400F08D
Inf Health Team . .AC7E77CAAD655B76
Inf Health Team . .6E9026359A81EAA1
Inf Health Team . . .0F109F9FF61B7A0E
Press GS for Slow . .7896079427667199

Super Mario Advance
Must Be On [M] . . .1A8C9412FC91EEE5
Must Be On [M] . . .20C9BC99181EE643
Inf Lives FF1388CEA5713A30
Always Big Mario . .BF75D65A135F7EE7
Max Hearts AD3058751CAB0F35
Infinite Float 029326227E30E217
Always Power Jump 35D13A1210910505
Have All 5 Coins . .4E26D7A16D72DA8B
Start at world 7-2 .F9F306C6BFAB05C6

Street Fighter 2
Must Be On [M] . . .76B2AA4500CA50A2
Must Be On [M] . . .98E186966FE7C82C
Inf Time 82E1617EBCC17703
Infl Energy P1 . . . .6C9C3138F81D5F55
No Energy P2 . . . .70EF7B094DE958A0

Tang Tang
Must Be On [M] . .252D82ACDEDDDFF0
Must Be On [M] . . .7F07571F2430C43F
Infinite Lives 9F51C56F61B57FE6
Press GS for Slow . .7896079427667199

Tony Hawk's Pro Skater2
Must Be On [M] . . .E756ED654FD615EF
Must Be On [M] . . .11CFC21B05CCA3D1
Press GS for Slow . .7896079427667199

Top Gear GT
Must Be On [M] 27f8b0c5d7c0f44c
Must Be On [M] . . .05b52c2618a50a39
Press GS for Slow . .7896079427667190

Tweety Magical Gems
Must Be On [M] . . .75a88a18c3ed9187
Must Be On [M] . . .34834622f922b124
Press GS Button For 10 Moves . . . . .
. . . . . .63135c030d53c470
Max Character Points71FF773B97411222
Max Character PointsC9E8C62BB1649949
Have Red Gem . . .2D2E31BF30C1DA2A
Have Blue Gem . . .B7E943978D81B613
Have Green Gem . .AA3977E09EE29DAE
Have Yellow Gem . .5B44273C5A8E2D61
Have Purple Gem . .961BB5130B41BE3A

X-Men: Reign Of Apocalypse
Must Be On [M] . . .E85E92CDECAD6381
Must Be On [M] . . .EB2FBB9A8BA0187A
Infinite Health . . .3E9D1E974700C7C3
Infinite Time 294D885516291FC0
Infinite Time 96E955B602BCEF39
Always Have Mutant Power . . . . . .
. . . . . .B1CB0EFC54338EF4
Infinite Lives 2992BC498BAEC33F
Play As Wolverine .0055D505DFE71D2B
Play As Storm 150709DCAD9F103B
Play As Cyclops . . .C726EC0D0A070601
Play As Beast 18974FB49922FE77
Play As Hellfire Club Thug . . . . . .
. . . . . .3717BAD1606EAD31
Play As Acolyte . . .89EC6812606CD6EA
Play As Rogue A501E27300E694BA
Play As Colossus . .7DF88F9FC9176A27
Play As Pheonix . . .9290184C89E068FC
Play As Nightercrawler 94AACC2DFCE41B82
Play As Juggernaut A7402A0DB4CB0E52
Play As Sentinal . . .39630744E19F704D
Play As Silver Samuri42B4F4875C8ACB2B
Play As Cable 845F9FD02AFBFD22
Play As Bishop 4612231A5E75DC76
Play As Magneto . . .E39AF653AE002035
Play As Sauron . . .88968AD6F550E08C
Play As Arch Angel .FD5F1B74C273C8AC
Play As Pyro 59801ED9451556DB
Play As Weapon OmegaE1C0284840EDADE3
Play As Aranger . . .130F08DEECC4C9E6
Play As Apocalypse B7CE72C554B0FD1A
Play As Blob 5DF6D5120BB4377
Play As Sabertooth 414DC3F3CCF5EDC8

PLAYSTATION

Play As Psylocke . .C58D2E5FD044E567
Play As Gambit . . .2A61FF55EC51F2F1

Blast Lacrosse
Home Team Scores 99 . .80094fc00063
Home Team Scores 0 . . .80094fc00000
Away Team Scores 99 . .800950600063
Away Team Scores 0 . . .800950600000
Home Has Infinite Turbo 800c2c1400ff
Home Team Has No Turbo800c2c140000
Away Has Infinite Turbo .800c2c1800ff
Away Team Has No Turbo 800c2c180000
Home Always On Fire . . .80094fdc000a
Home Team Never On Fire80094fdc0000
Away Team Always On Fire8009507c000a
Away Team Never On Fire8009507c0000
Unlock Last Man Standing8008bb1c0001
Unlock Hot Potato 8008bb200001
Unlock Suicide 8008bb240001
Start On 4th Quarter . . .800c2c340004
Infinte Shot Clock 800a796400ff
Exploding Players 800a79640000

Dave Mirra BMX: Maximum Remix
Unlock Levels - DM 300832f80015
Unlock Costumes - DM . .300832f90005
Unlock Bikes - DM 300832fa0005
Unlock Levels - RN 300835580015
Unlock Costumes - RN . .300835590005
Unlock Bikes - RN 3008355a0005
Unlock Levels - TM 300837b80015
Unlock Costumes - TM . .300837b90005
Unlock Bikes - TM 300837ba0005
Unlock Levels - ML 30083a180015
Unlock Costumes - ML . .30083a190005
Unlock Bikes - ML 30083a1a0005
Unlock Levels -CK 30083c780015
Unlock Costumes - CK . .30083c790005
Unlock Bikes - CK 30083c7a0005
Unlock Levels -TM 30083ed80015
Unlock Costumes -TM . .30083ed90005
Unlock Bikes -TM 30083eda0005
Unlock Levels -KH 300841380015
Unlock Costumes -KH . .300841390005
Unlock Bikes -KH 3008413a0005
Unlock Levels -SB 300843980015
Unlock Costumes -SB . .300843990005
Unlock Bikes -SB 3008439a0005
Unlock Levels -LR 300845f80015
Unlock Costumes -LR . . .300845f90005
Unlock Bikes -LR 300845fa0005
Unlock Levels -JG 300848580015
Unlock Costumes -JG . . .300848590005
Unlock Bikes -JG 3008485a0005

Madden 2002
Away Team Scores 50 . . .800723f00032
Away Team Scores 0 . . . .800723f00000
Home Team Scores 50 . .800703100032
Home Team Scores 0 . . .800703100000
Always 1st Down 8006cc280001
Three Downs Per Possessiond006cc280001
Three Downs Per Possession8006cc280002
Two Downs Per Possessiond006cc280001
Two Downs Per Possession8006cc280003
One Down Per Possession d006cc280001
One Down Per Possession 8006cc280004
Press L2&R2 For More Play Time . . . .
. . . . . .d00765c6fcff
Press L2&R2 For More Play Time . . . .
. . . . . .8006cc32000f
Start On 2nd Quarter . .d006cc2a0001
Start On 2nd Quarter . .8006cc2a0002
Start On 3rd Quarter . . .d006cc2a0001
Start On 3rd Quarter . . .8006cc2a0003
Start On 4th Quarter . . .d006cc2a0001
Start On 4th Quarter . . .8006cc2a0004
Infinite Madden Tokens . .8015ccc0270f
Always 1st Down Mad. Cl.3001d3500001
1 Down Per Pos. Mad. Cl. d001d3400100
1 Down Per Pos. Mad. Cl. 8001d3400400
2 Downs Per Pos Mad. Cl. d001d3400100
2 Downs Per Pos Mad. Cl. 8001d3400300
3 Downs Per Pos Mad. Cl. d001d3400100
3 Downs Per Pos Mad. Cl. 8001d3400200
2nd Quarter Mad. Cl. . . .d001e0f00000
2nd Quarter Mad. Cl. . . .8001e0f00100
3rd Quarter Mad. Cl. . . .d001e0f00000
3rd Quarter Mad. Cl. . . .8001e0f00200
4th Quarter Mad. Cl. . . .d001e0f00000
4th Quarter Mad. Cl. . . .8001e0f00300
Inf TOs Home Mad. Cl. . .3001d3690003
Inf TOs Away Mad. Cl. . .3001d3680003
Home Score 50 Mad. Cl. .8001e0f70032
Home Score 0 Mad. Cl. . .8001e0f70000
Away Score 50 Mad. Cl. .8001e1070032
Away Score 0 Mad. Cl. . .8001e1070000
L2&R2=More Time Mad. Cl.801ef682fcff
L2&R2=More Time Mad. Cl. 8001d346012c

Mary-Kate&Ashley:Crush Course
One Stroke-Time Lapse .3009357c0001
One Stroke-Pinball 3009357e0001
One Stroke-Refrigerator .300935800001
One Stroke-Fun Factory .300935810001
One Stroke-Great Pyramids 300935820001
One Stroke-Stone Henge 300935830001
One Stroke-Great Wall . .300935840001
One Stroke-Mayan Temple300935850001
One Stroke-New World .300935860001
One Stroke-The Capitol .300935870001
Max Stars-Field Tryout . .301972c20080
Inf Time-Journalism . . .30091f0100d0
Inf Exposures-Journalism 300c179c000c
Inf Time-Marine Biology .30091f0100d0
Hit Select -Instant Win-MB d009a8faffe
Hit Select -Instant Win-MB800c1b780000
Always Win Carnival Games3017cafc00ff
Always Win Carnival Games3017cafe00ff
Always Win Carnival Games 3017cb0800ff
Max Stars-Beach Tryouts 30151ad60080

Mat Hoffman's Pro BMX
Unlock Gran,TH,Wrhse,Brnsde . . . . . .
. . . . . .8005ed000079
Unlock All Levels-MH . . .8005ed080063
Unlock All Levels-MH . . .8005ed0cffff
Unlock All Levels-MH . . .8005ed0efffff
Unlock All Levels-MH . . .8005ed10ffff
Unlock All Levels-MH . . .8005ed12ffff
Unlock All Levels-MH . . .8005ed14ffff
Unlock All Levels-ME . . .8005ed400063
Unlock All Levels-ME . . .8005ed44ffff
Unlock All Levels-ME . . .8005ed46ffff
Unlock All Levels-ME . . .8005ed48ffff
Unlock All Levels-ME . . .8005ed4affff
Unlock All Levels-ME . . .8005ed4cffff
Unlock All Levels-CN . . .8005ed780063
Unlock All Levels-CN . . .8005ed7cffff
Unlock All Levels-CN . . .8005ed7efffff
Unlock All Levels-CN . . .8005ed80ffff
Unlock All Levels-CN . . .8005ed82ffff
Unlock All Levels-CN . . .8005ed84ffff
Unlock All Levels-JK . . .8005edb00063
Unlock All Levels-JK . . .8005edb4ffff
Unlock All Levels-JK . . .8005edb6ffff
Unlock All Levels-JK . . .8005edb8ffff
Unlock All Levels-JK . . .8005edbaffff
Unlock All Levels-JK . . .8005edbcffff
Unlock All Levels-RT . . .8005ede80063
Unlock All Levels-RT . . .8005edeaffff
Unlock All Levels-RT . . .8005edecffff
Unlock All Levels-RT . . .8005edf0ffff
Unlock All Levels-RT . . .8005edf2ffff
Unlock All Levels-RT . . .8005edf4ffff
Unlock All Levels-DM . . .8005ee200063
Unlock All Levels-DM . . .8005ee24ffff
Unlock All Levels-DM . . .8005ee26ffff
Unlock All Levels-DM . . .8005ee28ffff
Unlock All Levels-DM . . .8005ee2afffff
Unlock All Levels-DM . . .8005ee2cffff
Unlock All Levels-KR . . .8005ee580063
Unlock All Levels-KR . . .8005ee5cffff
Unlock All Levels-KR . . .8005ee5efffff
Unlock All Levels-KR . . .8005ee60ffff
Unlock All Levels-KR . . .8005ee62ffff
Unlock All Levels-KR . . .8005ee64ffff
Unlock All Levels-ST . . .8005ee900063
Unlock All Levels-ST . . .8005ee94ffff
Unlock All Levels-ST . . .8005ee96ffff
Unlock All Levels-ST . . .8005ee98ffff
Unlock All Levels-ST . . .8005ee9afffff
Unlock All Levels-ST . . .8005ee9cffff
Unlock All Levels-Granny 8005eec80063
Unlock All Levels-Granny .8005eeccffff
Unlock All Levels-Granny .8005eeceffff
Unlock All Levels-Granny .8005eed0ffff
Unlock All Levels-Granny .8005eed2ffff
Unlock All Levels-Granny .8005eed4ffff
Unlock All Levels-TH . . .8005ef000063
Unlock All Levels-TH . . .8005ef04ffff
Unlock All Levels-TH . . .8005ef06ffff
Unlock All Levels-TH . . .8005ef08ffff
Unlock All Levels-TH . . .8005ef0afffff
Unlock All Levels-TH . . .8005ef0cffff
Unlock All Bikes-MH . . .8005ed3600ff
Unlock All Bikes-ME . . .8005ed6e00ff
Unlock All Bikes-CN . . .8005eda600ff
Unlock All Bikes-JK . . .8005edde00ff
Unlock All Bikes-RT . . .8005ee1600ff
Unlock All Bikes-DM . . .8005ee4e00ff
Unlock All Bikes-KR . . .8005ee8600ff
Unlock All Bikes-ST . . .8005eebe00ff
Unlock All Bikes-Granny .8005eef600ff
Unlock All Bikes-TH . . .8005ef2e00ff
Max Stats-MH 8005ed380a0a
Max Stats-MH 8005ed3a0a0a
Max Stats-MH 8005ed3c0a0a
Max Stats-MH 8005ed3e0a0a
Max Stats-ME 8005ed700a0a
Max Stats-ME 8005ed720a0a
Max Stats-ME 8005ed740a0a
Max Stats-ME 8005ed760a0a
Max Stats-CN 8005eda80a0a
Max Stats-CN 8005edaa0a0a
Max Stats-CN 8005edac0a0a
Max Stats-CN 8005edae0a0a
Max Stats-JK 8005ede00a0a
Max Stats-JK 8005ede20a0a
Max Stats-JK 8005ede40a0a
Max Stats-JK 8005ed
Max Stats-RT 8005ee
Max Stats-RT 8005ee
Max Stats-RT 8005ee
Max Stats-DM 8005ee
Max Stats-DM 8005ee
Max Stats-DM 8005ee
Max Stats-DM 8005ee
Max Stats-KR 8005ee
Max Stats-KR 8005ee
Max Stats-KR 8005ee
Max Stats-KR 8005ee
Max Stats-ST 8005ec
Max Stats-ST 8005ec
Max Stats-ST 8005ec
Max Stats-Granny 8005ee
Max Stats-Granny 8005ee
Max Stats-Granny 8005ee
Max Stats-Granny 8005ee
Max Stats-TH 8005ef
Max Stats-TH 8005ef
Max Stats-TH 8005ef
Max Stats-TH 8005ef
All Cinematics1 Unlocked 5000093
All Cinematics1 Unlocked 8005ed
All Cinematics2 Unlocked .8005ec
All Cinematics2 Unlocked .8005ef

MLB 2002
Away Team Scores 50 . .3001d494
Away Team Scores 0 . . .3001d494
Home Team Scores 50 . .3001d453
Home Team Scores 0 . . .3001d453
Always First Inning . . .800bb8c0
1 Out Per Inning d00bb8d40
1 Out Per Inning 800bb8d40
2 Out Per Inning d00bb8d40
2 Out Per Inning 800bb8d40
1 Ball For Walk d00bb8d80
1 Ball For Walk 800bb8d80
Never Strike Out 800bb8d60
1 Strike And Your Out . .d00bb8d60
1 Strike And Your Out . .800bb8d60
1 Strike And You Walk . .d00bb8d60
1 Strike And You Walk . .800bb8d80

NASCAR Thunder 2002
Quick Win 8002adb00
Quick Win 8002d09c0
Quick Win 8002d2cc0
Quick Win 8002e9240

NBA ShootOut 2002
Away Team No Timeouts 300e881a00
Away Team Inf. Timeouts 300e881a00
Home Team No Timeouts 300e881800
Home Team Inf. Timeouts300e881800
Away Team Scores 200 . .3001772000
Away Team Scores 0 . . .3001772000
Home Team Scores 200 .300176e000
Home Team Scores 0 . . .300176e000
No Shot Clock 300ed1f000

NFL GameDay 2002
Press R1 For 1st Down . .d012435200
Press R1 For 1st Down . .80100a2000
Press R2 For 4th Down . .d012435200
Press R2 For 4th Down . .80100a2000
Inf Time-Play Clock . . .80100a1400
Inf Timeouts Home Team 8010093600
Inf Timeouts Away Team 8010093800
No Timeouts Home Team 8010093600
No Timeouts Away Team 8010093800
Home Team Scores 0 . . .8010091800
Away Team Scores 99 . .8010091c00
Home Team Scores 99 . .8010091800
Away Team Scores 99 . .8010091c00
Press Select- End Quarter . .d012435200
Press Select- End Quarter .80100a0c00
Press Select- End Quarter . .d012435200
Press Select- End Quarter .80100a0e00
Press Select- End Quarter . .d012435200
Press Select To End Quarter80100a1000
Press Select- End Quarter . .d012435200
Press Select- End Quarter .80100a1200
Press Select+R1- Extra Time d012435200
Press Select+R1- Extra Time80100a0c00
Press Select+R1- Extra Time d012435200
Press Select+R1- Extra Time80100a0e00
Press Select+R1- Extra Time d012435200

X-Men: Reign Of Apocalypse

Start the game with this code running and turn the GS button ON. When your game starts and your character is on the screen, flick the GS button ON then flick it OFF once your character turns into Sabertooth.
Also Requires:
Must Be On [M]
E85E92CDECAD6381
EB2FBB9A8BA0187A

Play As Sabertooth
414DC3F3CCF5EDC8

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SPECIAL HOLIDAY BUYERS' GUID

Rapid Homing Missile4CDA2C741456E7A5
Rapid Pow Missile .4CDA2C781456E7A5
Rapid Gas Can . . .4CDA2CA41456E7A5
Rapid Rico 4CDA2CA81456E7A5
No Gun Overheat .1CDA2C681456E7A5
Y.Jacket Playable .1CD5E1981456E7A5
Axel Playable 1CD5E19C1456E7A5
WartHog Playable .1CD5E1A01456E7A5
ManSlaughterPlayable 1CD5E1A41456E7A5
Minion Playable . .1CD5E1AC1456E7A5
Freeway-Massive . .4CD5E1BC1456E7A5
Prison Pass-Massive .4CD5E1C01456E7A5
Skyscrapers-Large .4CD5E1C41456E7A5
Minion Stadium-Small 4CD5E1EC1456E7A5
Billy Ray Middle . .4CD5E0401456E7A5
Billy Ray Epilogue .4CD5E0781456E7A5
Preacher Middle . .4CD5E0441456E7A5
Preacher Epilogue .4CD5E07C1456E7A5
Agent Stone Middle 4CD5E0481456E7A5
Agent Stone Epilogue4CD5E0801456E7A5
Mr. Grim Middle . .4CD5E04C1456E7A5
Mr. Grim Epilogue .4CD5E0841456E7A5
John Doe Middle . .4CD5E0501456E7A5
John Doe Epilogue .4CD5E0881456E7A5
No Face Middle . . .4CD5E0541456E7A5
No Face Epilogue . .4CD5E08C1456E7A5
Bloody Mary Middle 4CD5E0581456E7A5
Bloody Mary Epilogue4CD5E0901456E7A5
Dollface Middle . . .4CD5E05C1456E7A5
Dollface Epilogue . .4CD5E0941456E7A5
Raven Middle 4CD5E0601456E7A5
Raven Epilogue . . .4CD5E0981456E7A5
Mr.Kane&Son Prologue 4CD5E02C1456E7A5
Mr.Kane&Son Epilogue 4CD5E09C1456E7A5
Axel Epilogue 4CD5E0A01456E7A5
Cage Epilogue 4CD5E0A41456E7A5
Black Epilogue . . .4CD5E0A81456E7A5
SweetTooth Middle 4CD5E0741456E7A5
SweetTooth Epilogue4CD5E0AC1456E7A5
MostEnemiesDon'tMove1C87AA641456E7A5
MostEnemiesDon'tMove1C87AA681456E7A5
Enemies=SittingDucks 1C87CB4015F6E79D
Enemies=SittingDucks 1C87CB441456E7A5
Enemies=SittingDucks 1C87D28C1456E7A5
Enemies=SittingDucks 1C87AA641456E7A5
Enemies=SittingDucks 1C87AA681456E7A5

War Jetz

(M) EC8E1B481456E60A
Infinite Health . . .3CBC1C9C1456E7A2
Thick Armor 3CBC1C9A1456E7A2
Quick Planes 3CBC1CA41456E7A2
Biggest Guns 3CBC1CA31456E7A2
Rapid Fire 3CBC1CA81456E7A2
Speed Shots 3CBC1CA91456E7A2
Dual Shots 3CBC1CAB1456E7A2
Stealth Mode 3CBC1CAA1456E7A2
Quick Weapon Up .3CBC1CB91456E7A2
Shields On Roll . . .3CBC1CBD1456E7A2
PlaneSwitchesRespawn3CBC1CBC1456E7A2
0 Bux For Enemy . .4CAE6F141456E7A5
Enemy Has 0 Kills .4CAE6F201456E7A5
P1 Has 9999 Kills . .4CAE6F041456089C
9999 Starting Bux .4CAE6FF21456089C
9999 Bux Grabbed .4CAE6FF81456089C
0 Bux Spent 4CA87BCE1456E7A5
9999 Total Kills . . .4CAE6B0E1456089C
9999 Kill Bounty . .4CAEDAF41456089C
Max Arena Winnings 1CA874001456300C
Max Total Winnings 1CA878FC17E9C70C
Max N.Starting Bux 4CA8756C1456089C

WDL Thunder Tanks

(M) Must Be On . . .EC87849C1456E79B
Infinite Lives 1C638D341456E7A6
Invincibility 4CB84A681456E7A6
All Weapons 4CB84A6C1456E7A6
Reverse Gravity . . .4CB84A701456E7A6
Pig Missiles 4CB84A741456E7A6
Matrix Camera . . .4CB84A781456E7A6
Lots of Power Ups .4CB84A7C1456E7A6
Homing Artillery . .4CB84A801456E7A6
Blurred Screen . . .4CB84A841456E7A6
High Speed Shrapnel4CB84A881456E7A6
Yellow Effects . . .4CB84A8C1456E7A6

XG3 Xtreme G Racing

(M) Must Be On . . .EC851E48143B2F2C
Inf Ammo & Shield .3C8A4FA01456E7A8
Start On Final League DC9186270441B2DF
Start On Final League 1C8C7EF01553E4A5
Start On Final League 1C8C81701355E6A6
Start On Final League 1C8C81741355E6A6
Max Bank 1C8C7E2C17E9C70C
Max Earnings 1C8C7E3017E9C70C
Low 'To Win' Value .1C8C7E341456E7A5
All Weapons 7C8C7E3814537E6A6
All Weapons 3D9882291456E7A5
All Bike Upgrades .3C8C7E3F1456E7A6
All Bike Upgrades .4C8C7E501456E6A6
All Bike Upgrades .7C8C7E441453E7A6
All Bike Upgrades .3D9882291456E7A5
All 1st Places 1C8C81701355E6A6
All 1st Places 1C8C81741355E6A6

GAME BOY ADVANCE

All 1st Places 3C8C81781456E7A6

Advance Wars

Must Be On (M) . . .F81EA499C8DE272D
Must Be On (M) . . .5E7259C697C500BE
Always Day 1 . . . .202FC6FD228BADF8
Infinite G 8925F1DBBE106F77
Infinite G 8918135A034F83DB
Power Up 4B27C76F0DD7EB87
Power Up 366631895EDF529F
No Enemy power . .51E07A1F31A118A3
No Enemy power . .B962B0074226EDFF
Press GS for Slow . .7896079427667199

Army Men Advanced

Must Be On [M] . . .88F9FF2062BD4E03
Must Be On [M] . . .EBA619C7C6296E99
Inf Grenades E347EEE084031088
Inf MG Ammo 9B2AB99588FF5775
Enemy Has Bad Aim F8E643BF724A7B8B
Enemy Has Bad Aim 35C5E407882DD7B5
Have Rocket Launcher 7BF43A991C510396
Have Flame Thrower A9291647D971EF23
Camoflage mode . .E5251F95E40FDA8F
Press GS Button for Slow . . . . . .
. 7896079427667199

Atlantis The Lost Empire

Must Be On [M] . . .EDED61B146534472
Must Be On [M] . . .63C7BE6C9BE75689
Must Be On 2 [M2] .75C5E27C94013C4F
Must Be On 2 [M2] .63C7BE6C9BE75689
Infinite Health . . .BFED0095D8F62F69
Quick 1 Up 07F1C3846B444DE4
Infinite Continues .325B4AF4675D05D3
Infinite Ammo . . .1DB442E75BD200CA
Press GS Button for Slow . . . . . .
7896079427667199

Back Track

Must Be On [M] . . .3C29DDD75169B808
Must Be On [M] . . .AFDAA8F64D64D33D
Infinite Armor 46D7097B50B485C2
Infinite Armor EF9A1E186F862A65
Infinite Health . . .21B3335A9C56FCA4
Infinite Health . . .791E2B5EA144309A
Infinite Ammo . . .8A7AD9FEC71D4F54
Infinite Ammo . . .FECB885E25FC4C6A
Instant Win B643534017003AFC
Instant Win 1766AC87113C9579
Instant Win 7DC84EE981718192
Instant Win 9900BFE54C3EF122
Instant Win B8A700FD9FB13248
Instant Win 49FB5C2F948F0057

Bomberman Tournament

Must Be On [M] . . .40884A98A95B2DDE
Must Be On [M] . . .4CD9A3BE4D44E43D
Inf Cash 3198151BDB8435A4
Inf Cash DA90702D3496E244
Can not Die-Quest .D2797A1000A1DAF2
Press GS for Slow .7896079427667199

Caeser's Palace Advance: Millenium Gold Edition

Must Be On [M] . . .D64D3EF3BE1C6051
Must Be On [M] . . .916CA0A47F6725AF
Infinite Cash 7C801FC5B4D76011
Press GS for Slow . .7896079427667199

Castlevania

Must Be On [M] . . .15B2D50AFFA32F8E
Must Be On [M] . . .C050AB08880EC237
Inf Health 3505FF604DCF2565
99 Hearts 506D7394DE95AFA9
Salamander Card . . .6D7649B9235E985D
Serpent Card 6486F16B7B6DDAE7
Madragora Card . . .C562DFDA3B427CBB
Golem Card 1201086937DD4DBC
Cockatrice Card . . .55CAAF8F5606CACD
Maticore Card E3095C947E1124E3

Castlevania

99 Hearts
506D7394DE95AFA9

Talk about infinite health! Plug in this code and never have to worry about enemy attacks again. Explore and collect everything without the fear of being killed and having to start all over again.
Also Requires:
Must Be On [M]
15B2D50AFFA32F8E
C050AB08880EC237

Griffin Card 8995351D0EB5B0B4
ThunderBird Card .571F20D665483D69
Unicorn Card 234A2E75547A07AE
Black Dog Card . . .5B73E274CA774E4A
Mercury Card 130450EFC8AFE0AE
Venus Card 0808997C3083EBDC
Jupiter Card EF34448360BB9049
Mars Card 6687FF0909F81B5D
Diana Card 1579909F80BFA24B
Apollo Card 82FF8ECE78FBD238
Neptune Card 4FE110733CF166B5
Saturn Card 6E1FA8E1A769154A
Uranus Card 476E8BAB6596B116
Pluto Card 4651B78CA8D628FF
Dash Boots C48D6908C2F8E36A
Double C009E2E4ABFE8FDF
Tackle 246297075828 92A9
Kick Boots A5A15B2D5FA1A820
Heavy Ring 7C55843158870D1C
Cleansing 3624FBBC6D088978
Roc Wing B186F4E5D26FF3DD
Last Key 8A141F02BECB4FF6
Press GS for Slow .7896079427667199

Chu Chu Rocket

Must Be On [M] . . .13A549F6360C294C
Must Be On [M] . . .FA997735BD90C6A5
Inf Time A2A59726B117DC15
Player 1 score 99 . .E30C8E96ED201BFF
CPU score 0 . . . . .7B0591F15501D81A
Press GS for Slow .7896079427667199

Dexter's Laboratory: Deesaster Strikes

Must Be On [M] . . .1F34DFCC198ADB60
Must Be On [M] . . .D98D58B8C169ECB1
Infinite Health . . .70493A7B6A8503AE
Infinite Health . . .04B38C7B3A13BF71
Infinite Tries . . .75D16C30CA476640
All Dee Dee's CollectedB70C17A5F7271417
Have Screwdriver .20DB7D4DE577874F
Have Wrench C0E54A362D2019EF
Have Pliers 0F102D5B83CBCA59
Have Sodering Tool 366DA534539DA15E
Have Hammer E6D219366FE02221
Have Drill B2BBE95BE1C7B260
Have Zapatron . . .8551EDF1FB961C9E
Have Slugalator . . .004416B8901481A
Have Grey Keycard 4E34AB6C084E1179
Have Blue Keycard .C1E0D099203E90F8
Have Red Keycard .7908718F53896AF3
Have Yellow Keycard AA5DA719BACE9DBC
Have Brown KeycardD6112FB3E6882442
Have Green Key . . .94A16AA4363363F0
Have Red Key 27323CBD32797225
Have Yellow Key . .502213FE46623D60
Have Red Gem 33EA619D2F56B9D7
Have Green Gem . .33DBFE5F7962E1A7
Have Blue Gem . . .D7DD177635049D28
Have Yellow Gem .ACAEB92916FDB4A6
Press GS for Slow .7896079427667199

Earthworm Jim

Must Be On [M] . . .C93C9194C904EC06
Must Be On [M] . . .C19BC8CA635F5DB9
Inf Ammo A3F26F68FC6279AD
Inf Health DC07BBBA20422F5F
Inf Lives CF854F15824ABB1C
Press GS for Slow .7896079427667199

F-14 Tomcat

Must Be On [M] . . .485D47F2CF7B35A3
Must Be On [M] . . .C0D22FC1FA6978C0
Have Aim - 9 . . . .BBC6785E51CDF5F5
Have Aim - 7 . . . .09BB56580CAC9D38
Have Aim - 54 . . .4D92CCC8C976C010
Have AGM - 86b . .20CB2950781C3D88
Infinite Fuel F200E52564C2C9E3
Infinite Lives B9E4B5A126F57883
All Planes Destroyed6A4E441B0C6B0CF3
No Damage AF43C712C94CD115
Guns Never Overheat B177281C8D4D2E7A
Press GS For Slow .79A4424F312AC599

F-Zero Maximum Velocity

Must Be On [M] . . .0992EAADDA278D77
Must Be On [M] . . .C94521545A4B1997
Inf Hlth-Hot Violet .E8B2FD9CBF93C0E4
Inf Hlth-Fireball . .4596CC29E74B1DB2
Inf Hlth-JB Crystal .A51D3134FEF37D8C
Inf HLth-Wind Walker E8B2FD9CBF93C0E4
Inst Win-Hot Violet F9D5FA8EDE5EAB99
Inst Win-Fireball . .EAF0A27A7568AFD0
Inst Win-JB Crystal FFB6A96FBF6BC388
Inst Win-Wind Walker F9D5FA8EDE5EAB99
3 turbos-Hot Violet D9D4998F152D4A61
Throttle Open B502F478D671610C
Throttle Open 99B16610BC598AD8
All Vehicles E434ECE39154DBB6
GS Button for Slow .7896079427667199

Final Fight One

Must Be On [M] . . .F95F6E90BC0C025B
Must Be On [M] . . .B16834D0932F5B4F
Invincible 21C449AE494F6B8A
Infinite Time 4235C582A46DEDD4
Play As A-Guy BD9488273CC30178
Play As Q-Cody . . .5263952C9EB5B703
Big Score AA88CA0F63E779A2
Big Score 348FE734F23B54E2
Big Score D6E138C202869329
Big Score 9039A1BC98390702

Final Fight One

Play As Q-Cody
5263952C9EB5B703

Put a little variety into Final Fight One with this code. Always playing as the same three characters can get pretty boring, but check out this code for a refreshing break from tradition.
Also Requires:
Must Be On [M]
F95F6E90BC0C025B
B16834D0932F5B4F

Big Score FE0B15854017DA30
Press GS for Slow . .7896079427667199

Final Rnd Golf 2002

Must Be On [M] . . .FFAA12B7B6E049DF
Must Be On [M] . . .24669624891CB675
Press GS for Slow . .7896079427667199

Fire Pro Wrestling

Must Be On [M] . . .FD330A9D7A163079
Must Be On [M] . . .BF7A819985CE4412
Freeze Round Timer 094BF7579070F70E
No Rnd Out/Pin Timer 224BC2D38C132827
Press GS for Slow . .7896079427667199

Fortress

Must Be On [M] . . .8712bf38b512ddba
Must Be On [M] . . .2fe38e4f7dbbcc7e
P1 Max Score CCB2AA57189FED24
P1 Max Score 0F0DEAB5261F0295
P1 Max Score 4B69E2B2CDAD6946
P1 Score 0 . . . . . .7359C115E296CA7E
P1 Score 0 . . . . . .52BF627DCBE7B93B
P1 Score 0 . . . . . .C29D19F83AE7EA33
P2 Max Score 8F6B6425E74776FC
P2 Max Score 55BA8903920FAFA7
P2 Max Score C0C769166B205532
P2 Score 0 . . . . . .66DA14470DDA120B
P2 Score 0 . . . . . .1908E60C04030F39
P2 Score 0 . . . . . .6850D6BC45D96646
Stop Timer C2155B8B606EF707
Press GS for Slow . .7896079427667199

GT Advance Championship Racing

Must Be On [M] . . .C4798318C7C7D386
Must Be On [M] . . .1CA0EACA583E10DF
Low Lap Time 44CDA15205F31153
Low Lap Time A71076B58E18696E
Low Total Time . . .40B7920FC3B1E5FD
Low Total Time . . .E14B622D0D5168D1
Unlock All Cars & Extras5B69EE7287618452
Unlock All Cars & Extras46EF965B261B3825
Unlock All Cars & Extras3CFE4094A56EB775
Unlock All Cars & Extras2979EC25824DD7AD
Unlock All Cars & ExtrasCA064E1E392FFE27
Unlock All Cars & Extras1646BAC439926DEB
Unlock All Tune Ups AEC1ABD7690F4FCE
Unlock All Tune Ups 22670CE98947F064
Unlock All Tune Ups 62D5D32B168B1A8E
Unlock All Tune UpsACD98DF59B9DA2EA
Unlock All Tune Ups 76F0564C74BA1E6C
Unlock All Tune Ups 57BF462796978B8B
Unlock All Tune Ups 6C20F6522D6EF8B1
Unlock All Tune UpsDB55DA8840DAE546
Unlock All Tune Ups 122C0E2F2F59A9B7
Unlock All Tracks . .FAC32B03D12DC938
Unlock All Tracks . .B0A2C1312EB48AA8
Unlock All Tracks . .79DAB2D444CED811
Unlock All Tracks . .EB511F41A1C3517D

Hot Potato

Must Be On [M] . . .66b04101f1ce6cc0
Must Be On [M] . . .2cf38ee69a3cc027
Infinite Busses 15FDAF080504F230
All Potatoes Rescued19E650C2DECD11B9
Max Score B1B57AEADE0F97B5
Max Score 199E4B060A87BD18
Max Score 952B217337C6F5BD
Max Score 4070CCD05D1CC855
Inf Lives ceb5754bf6f07793
Hit 99 Special Spuds 19e650c2decd11b9
Press GS for Slow . .7896079427667199

Iridion 3D

Master Code 7DD7161CFDF9496E
Master Code 56343CF988CA195A
Inf Health 3C29D7C347C2F970
Inf Lives 656EBD85D91C838B
Massive Score EA04ACABA798774F
Press GS for Slow . .7896079427667199

Jurassic Park 3: The DNA Factor

Master Code 4919a9521db36971
Master Code 281789792305cf59
Press GS for Slow . .7896079427667199

Klonoa: Empire Of Dreams

Must Be On [M] . . .E719DB17BD540CFA
Must Be On [M] . . .7811B2B10A32ED01
Infinte Hearts 6D678499271BB98E
Infinite Lives D08F37C480050E96
All Gems-Vis1 . . . .EDEFD9ACE5155A0E
All Gems-Vis1 . . . .FA50107A02232749
All Gems-Vis1 . . . .9312C2FF71FBEDC1
All Gems-Vis1 . . . .438A356C5C3F8A3D
All Gems-Vis1 . . . .09A579928FA3865A
All Gems-Vis1 . . . .D13019133B80B7E5
All Gems-Vis1 . . . .66FCA35CC0D445B1
Press GS for Slow . .7896079427667199

Konami Krazy Racers

Must Be On [M] . . .D2C03E8D94BD25D1
Must Be On [M] . . .038C27FE5E82FB53
No Laps To Finish .9ED840598FD9C6EB
1st Position A81F578A76099A1
999 Coins 7DF373B024413C44
Inf Retries 0084DD779BC15842
Have Turbo 9936B8F92A567574
Have Eyewrap . . .C693DC28A81CB496
Have Timebomb . .3E6D2ECF1E8DB9EC
Have Scooper Drill .E3B9A2916DE1CE45
Have Barrier 366AFFAF0F67FCB2
Have Blue Missile .936DDED67B2EA7B3
Have Red Missile . .135A3FBA30A3351F
Have Ice Crash . . .56B94C097AE078B9
Have Electric Battery77367702B4307DB1
Have Pig 6C1AAACD84966260
Have Hover Mode . .7F9138951B59602D
Have Ally Spark . . .791AC45DE57450EE
Press GS for Slow . .7896079427667199

Lady Sia

Must Be On [M] . . .463DC4CB075C3B93
Must Be On [M] . . .EB181FB953A11A89
Infinite Health . . .21DE6BFC9BE93E4E
Always Have Ring Power . . . . . .
. . . . . .5BA78165600A8D4E
Infinite Lives 5B8766A82FFDD41C
Max Gems C3B7F2F387F9A37F
All Prisoners Rescued 1D583EBAD35D3943
Press GS for Slow . .7896079427667199

Lego: Bionicle

Must Be On [M] . .D2DCC07F799AC12A
Must Be On [M] . . .9FDFA94B598B8672
Infinite Coconuts . .3841993722C7CC1A
Infinite Health . . .2DC1A9E0AFC5C095
Press GS for Slow . .7896079427667199

Lego: Island 2

Must Be On [M] . . .6DD7715BD2BF4EA8
Must Be On [M] . . .C022105CEABC192F
Always on Skateboard5DD4BE2ECDFF294E
Press GS for Slow . .7896079427667199

Mario Kart Super Circuit

Must Be On [M] . . .89EC6F209693B97D
Must Be On [M] . . .40CA9C2C0425B83A
Infinite Retries . . .0518BD5EF23B932F
Have 99 coins 8C1A761B31E2378B
Press GS for Slow . .7896079427667199

MX 2002 Featuring Ricky Carmichael

Must Be On [M] . . .49CECCB3127BF08E
Must Be On [M] . . .BDA65F34AF5A7B09
Max Score FE8F22F664117D98
Max Score 4DE58D624D3C3446
Press GS for Slow . .7896079427667199

Namco Museum

Must Be On [M] . .BC4078C38DD806DD
Must Be On [M] . . .662ABCC13A65BABA
Ms Pacman-Lives . .4773F4E673540A9E
Pole Position-Timer 700837DE5B9A78A7
Dig Dug-Lives B1A16BE04AB34E32
Galaga-Lives F7DBA36EFD519B4D
Galaxian-Lives . . .268D33FE578E71C9

NFL BLitz 2002

Must Be On [M] . . .375E7031D6482502
Must Be On [M] . . .234F34E5DA604CAF
Team 1 Scores 200 A91C3DD59D4038E2
Team 1 Scores 0 . .6C4B927385E235C4
Team 2 Scores 200 .8015DB75CE353B26
Team 2 Scores 0 . .742E6355D2AAE682
Team 1 Inf. Turbo . .8E4E896894F3E561
0:00 Left 05DC6B2B8CAC8F30
Always 1st Down . .BF489B6F42989538
Always 4th Down .0D29FAD03ADEA1C0
Press GS for Slow . .7896079427667199

Pac-Man Collection

Must Be On [M] . . .ED79D41BC04A3B0F
Must Be On [M] . . .0D655E5E9A44FC81
Pacman-Lives 0AFCE825E2D1268F
PacMania-Lives . . .8E947E3B03284426
Press GS for Slow . .7896079427667199

GET EVERY GAMESHARK CODE AT WWW.GAMESHARK.COM

Inf Items Pos 3 Wesker3CD6B7681456E70B
Inf Items Pos 4 Wesker3CD6B76C1456E70B
Inf Items Pos 5 Wesker3CD6B7701456E70B
Inf Items Pos 6 Wesker3CD6B7741456E70B
Inf Items Pos 7 Wesker3CD6B7781456E70B
Inf Items Pos 8 Wesker3CD6B77C1456E70B
Note AIC = Always in Crate
Rocket Launcher AIC1CD6B7981455E70B
Assault Rifle AIC . .1CD6B79C1454E70B
Sniper Rifle AIC . . .1CD6B7A01453E70B
Shotgun AIC 1CD6B7A4145AE70B
Grenade Launcher AIC1CD6B7A81458E70B
Custom Handgun AIC1CD6B7AC144CE70B
Linear Launcher AIC 1CD6B7B0144BE70B
Acid Rounds AIC . .1CD6B7B41446E70B
Flame Rounds AIC .1CD6B7B81445E70B
First Aid Spray AIC .1CD6B7BC144AE70B
Ink Ribbons AIC . . .1CD6B7C0143FE70B
Magnum AIC 1CD6B7C41436E70B
Gold Lugers AIC . .1CD6B7C81435E70B
Submachine Gun AIC1CD6B7CC1434E70B
Gas Mask AIC 1CD6B7D01437E70B
Alexander's Pierce AIC1CD6B7D4142BE70B
Alexander's Jewel AIC 1CD6B7D81432E70B
Alfred's Ring AIC . .1CD6B7DC1431E70B
Alfred's Jewel AIC . .1CD6B7E01430E70B
Lockpick AIC 1CD6B7E41424E70B
Glass Eye AIC 1CD6B7E81423E70B
Piano Roll AIC 1CD6B7EC142AE70B
Steering Wheel AIC 1CD6B7F01429E70B
Crane Key AIC 1CD6B7F41428E70B
Eagle Plate AIC . . .1CD6B7F8141EE70B
Side Pack AIC 1CD6B7FC141DE70B
Queen Ant Object AIC 1CD6B7001422E70B
King Ant Object AIC 1CD6B7041421E70B
Biohazard Card AIC 1CD6B7081420E70B
Detonator AIC 1CD6B70C1496E70B
Control Lever AIC . .1CD6B7101495E70B
Gold Dragonfly AIC .1CD6B7141494E70B
Silver Key AIC 1CD6B7181493E70B
Gold Key AIC 1CD6B71C149AE70B
Army Proof AIC . . .1CD6B7201499E70B
Navy Proof AIC . . .1CD6B7241498E70B
Air Force Proof AIC 1CD6B6281497E70B
ID Card AIC 1CD6B668148DE70B
Airport Key AIC . . .1CD6B6A8148BE70B
Emblem Card AIC . .1CD6B6E81492E70B
Skeleton Picture AIC1CD6B6381491E70B
Music Box Plate AIC 1CD6B63C1490E70B
Album AIC 1CD6B6401486E70B
Halberd AIC 1CD6B6441485E70B
Extinguisher AIC . .1CD6B6481484E70B
Padlock Key AIC . .1CD6B64C148AE70B
TG - 01 AIC 1CD6B6501489E70B
Valve Handle AIC . .1CD6B6541487E70B
Octa Valve Handle AIC 1CD6B658147EE70B
Machine Room Key AIC1CD6B65C147DE70B
Mining Room Key AIC1CD6B660147CE70B
Bar Code Sticker AIC1CD6B664147BE70B
Sterile Room Key AIC1CD6B6681482E70B
Door Knob AIC . . .1CD6B66C1481E70B
Battery Pack AIC . .1CD6B6701480E70B
Hemostatic AIC . . .1CD6B674147FE70B
Turntable Key AIC .1CD6B6781476E70B
Chem. Storage Key AIC1CD6B67C1475E70B
Clement a AIC 1CD6B6801474E70B
Clement E AIC . . .1CD6B6841473E70B
Tank Object AIC . .1CD6B688147AE70B
Security Card AIC .1CD6B68C146DE70B
Alexia's Choker AIC 1CD6B690146BE70B
Alexia's Jewel AIC .1CD6B6941472E70B
Queen Ant Relief AIC1CD6B6981471E70B
King Ant Relief AIC .1CD6B69C1470E70B
Red Jewel AIC . . .1CD6B6A0146FE70B
Blue Jewel AIC . . .1CD6B6A41466E70B
Socket AIC 1CD6B6A81465E70B
Square Valve Handle AIC 1CD6B6AC1464E70B
Serum AIC 1CD6B6B01463E70B
Earthenware Vase AIC 1CD6B6B4146AE70B
Paperweight AIC . .1CD6B6B81469E70B
Silver Dragonfly AIC 1CD6B6BC1468E70B
Crystal AIC 1CD6B6C0145DE70B
Plant Pot AIC 1CD6B6C41460E70B
M - 100P AIC 1CD6B6C814D0E70B
Infinite Health . . .4CD6A9241456E745
Always 1st Save . .4CD6B2A81456E7A5
No Retries 4CD6BACE1456E7A5
Low Timer 1CD6BAC81456E7A5
Enable All Extras . .4CD6B22C1456B00C

Ridge Racer V

(M) Must Be On . . .ECC010F01456E60A
Infinite Retries . . .3D7552681456E7A8
Zero Time-Lap 1 . . .1D4B828C1456E7A5
Max Distance 1D7552A817E9C70C
Zero Time-Lap 2 . . .1D4B82901456E7A5
Zero Time-Lap 3 . . .1D4B82941456E7A5
Enable Extra GPs . .4D7552A21456E69C
Extra Race Modes .3D7552C91456E7A6
Extra Race Modes .3D7552CD1456E7A6
Extra Race Modes .4D7552CA1456E9A6
1 Victory Frontal . .3D7552AA1456E7A6
1 Victory Bravery .3D7552AB1456E7A6
1 Victory Gale 3D7552B01456E7A6
1 Victory Baron . . .3D7552B11456E7A6
1 Victory Monarch .3D7552AE1456E7A6
Perfect Rank Frontal3D7552B21456E7A6
Perfect Rank Bravery3D7552B31456E7A6
Perfect Rank Gale .3D7552B81456E7A6
Perfect Rank Baron 3D7552B91456E7A6
Perfect Rank Monarch 3D7552B61456E7A6
All Trophies 1D7574501355E6A6
All Trophies 1D7574541355E6A6
Frontal Trophy . . .3D7574501456E7A6
Bravery Trophy . . .3D7574511456E7A6
Gale Trophy 3D75744E1456E7A6
Baron Trophy 3D75744F1456E7A6
Monarch Trophy . . .3D7574541456E7A6
? Trophy 3D7574551456E7A6
99 Trial Trophy . . .3D7574521456E7A6
Pac-Man Trophy . . .3D7574531456E7A6
All Medals 1D7574581355E6A6
All Medals 1D75745C1355E6A6
Bull Medal 3D7574581456E7A6
Horse Medal 3D7574591456E7A6
Lion Medal 3D7574561456E7A6
Pluto Medal 3D7574571456E7A6
Devil Medal 3D75745C1456E7A6
Spirit Medal 3D75745D1456E7A6
Angel Medal 3D75745A1456E7A6
Battle Royal Medal .3D75745B1456E7A6
Enable Fiaro 4D7552F01456E5A7
Enable Toreador . .4D7552EE1456E5A7
Enable Toreador Ex 4D7552F41456E5A7
Enable Solare + Ex .4D7552F21456E5A7
Enable Fortune . . .4D7552F81456E5A7
Enable Fortune Ex .4D7552F61456E5A7
Enable Mercurio + Ex4D7552FC7456E5A7
Enable E.O. 4D7552FA1456E5A7
Enable E.O. Ex . . .4D7552001456E5A7
Spectra + Crinale . .4D7552FE1456E5A7
Rumeur + Angelus .4D7552041456E5A7
Pac-Man + Blinky . .4D7552021456E5A7
Inky + Pinky 4D7552081456E5A7
Enable Clyde 4D7552061456E5A7
All Cars 1D7552F01654E5A7
All Cars 1D7552F41654E5A7
All Cars 1D7552F81654E5A7
All Cars 1D7552FC1654E5A7
All Cars 1D7552001654E5A7
All Cars 1D7552041654E5A7
All Cars 1D7552081654E5A7

Rugby

(M) Must Be On . . .ECA6E5A014446E84
L2+Up=More Time .0CD74CA61456B1FC
L2+Up=More Time .4CD8F35A1456E7A5
L2+Down=End Half 0CD74CA61456B14C
L2+Down=End Half .4CD8F35A14562457
Team A Scores 0 . .3CC6FD541456E7A5
Team B Scores 0 . .3CC6FEA01456E7A5
Team A Scores 99 . .3CC6FD541456E788
Team B Scores 99 .3CC6FEA01456E788

Silent Hill 2

(M) Must Be On . . .EC8DBED014431F04
Inf. Health 4CA9F29A145625DD
Inf. Health 4CA9F2A2145625DD

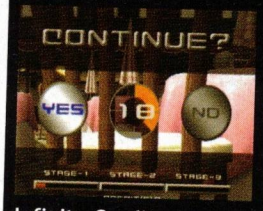
Silent Scope

(M) Must Be On . . .EC8D4B1C1456E79B
Unlimited Time . . .4CBCEB761456E775
No Reload 4CBCEA461456E7A4
Unlimited Health . .4CBCEB201456E637
Unlimited Health . .4CBCEB1E1456E637

Silent Scope 2

(M) Must Be On . . .EC8816A014465F34
No Reload 4CB48B9A1456E7A3
Inf Health P1 . . . .4CB48B741456E6A5
Inf Credits 4CB1A99C1456E7A7
Inf Time 4CB48BA61456E70C
Always Head Shot P14CB3E9EC1456E7A5
Enable All Bosses . .4CA999421456B00C
Enable All Options .4CA9993E1456B00C
Enable All Extra Options 1CA9994061DFB00C

Time Crisis 2



Infinite Credits
4CDFA7381456E79E

Blow through Arcade Mode without having to worry about restarting from the beginning. Unlimited continues allow you to concentrate more on accuracy and fun without having to worry about getting all shot up by the enemy.
Also Requires:
(M)Must Be On
EC8786C8142BEB0C

Soccer America

(M) Must Be On . . .EC8787E41456E60A
Team A Scores 99 . .3CB3AE541456E788
Team A Scores 99 . .3CB3AE4C1456E788
Team A Scores 0 . .3CB3AE541456E7A5
Team A Scores 0 . .3CB3AE4C1456E7A5
Team B Scores 99 .3CB3AE551456E788
Team B Scores 99 .3CB3AE501456E788
Team B Scores 0 . .3CB3AE551456E7A5
Team B Scores 0 . .3CB3AE501456E7A5

SpyHunter

(M) Must Be On . . .EC8783C414317DE4
Objective Pts Agent14CDE4D041456E766
Objective Pts Agent24CDE51A41456E766
Objective Pts Agent34CDE55441456E766
Agent 1 M1 Complete 4CDE4BD41456E7A6
Agent 1 M1 Complete 4CDE4BD81456E7A6
Agent 1 M1 Complete 4CDE4BDC1456E7A6
Agent 1 M1 Complete 4CDE4BE01456E7A6
Agent 1 M1 Complete 4CDE4BE41456E7A6
Agent 1 M1 Complete 4CDE4BE81456E7A6
Agent 1 M1 Complete 4CDE4BEC1456E7A6
Agent 1 M2 Complete 4CDE4BFC1456E7A6
Agent 1 M2 Complete 4CDE4B001456E7A6
Agent 1 M2 Complete 4CDE4B041456E7A6
Agent 1 M2 Complete 4CDE4B081456E7A6
Agent 1 M3 Complete 4CDE4B241456E7A6
Agent 1 M3 Complete 4CDE4A281456E7A6
Agent 1 M3 Complete 4CDE4A2C1456E7A6
Agent 1 M3 Complete 4CDE4A301456E7A6
Agent 1 M4 Complete 4CDE4A4C1456E7A6
Agent 1 M4 Complete 4CDE4A501456E7A6
Agent 1 M4 Complete 4CDE4A541456E7A6
Agent 1 M4 Complete 4CDE4A581456E7A6
Agent 1 M5 Complete 4CDE4A741456E7A6
Agent 1 M5 Complete 4CDE4A781456E7A6
Agent 1 M5 Complete 4CDE4A7C1456E7A6
Agent 1 M5 Complete 4CDE4A801456E7A6
Agent 1 M6 Complete 4CDE4A9C1456E7A6
Agent 1 M6 Complete 4CDE4AA01456E7A6
Agent 1 M6 Complete 4CDE4AA41456E7A6
Agent 1 M6 Complete 4CDE4AA81456E7A6
Agent 1 M7 Complete 4CDE4AC41456E7A6
Agent 1 M7 Complete 4CDE4AC81456E7A6
Agent 1 M7 Complete 4CDE4ACC1456E7A6
Agent 1 M7 Complete 4CDE4AD01456E7A6
Agent 1 M7 Complete 4CDE4AD41456E7A6
Agent 1 M7 Complete 4CDE4AD81456E7A6
Agent 1 M7 Complete 4CDE4ADC1456E7A6
Agent 1 M8 Complete 4CDE4AEC1456E7A6
Agent 1 M8 Complete 4CDE4AF01456E7A6
Agent 1 M8 Complete 4CDE4AF41456E7A6
Agent 1 M8 Complete 4CDE4AF81456E7A6
Agent 1 M9 Complete 4CDE4A141456E7A6
Agent 1 M9 Complete 4CDE4A181456E7A6
Agent 1 M9 Complete 4CDE4A1C1456E7A6
Agent 1 M9 Complete 4CDE4A201456E7A6
Agent 1 M9 Complete 4CDE4A241456E7A6
Agent 1 M10 Complete4CDE4D3C1456E7A6
Agent 1 M10 Complete4CDE4D401456E7A6
Agent 1 M10 Complete4CDE4D441456E7A6
Agent 1 M10 Complete4CDE4D481456E7A6
Agent 1 M11 Complete4CDE4D641456E7A6
Agent 1 M11 Complete4CDE4D681456E7A6
Agent 1 M11 Complete4CDE4D6C1456E7A6
Agent 1 M11 Complete4CDE4D701456E7A6
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Agent 2 M4 Complete 4CDE4FF81456E7A6
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Agent 2 M5 Complete 4CDE4F181456E7A6
Agent 2 M5 Complete 4CDE4F1C1456E7A6
Agent 2 M5 Complete 4CDE4F201456E7A6
Agent 2 M6 Complete 4CDE4E3C1456E7A6
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Agent 2 M6 Complete 4CDE4E481456E7A6
Agent 2 M7 Complete 4CDE4E641456E7A6
Agent 2 M7 Complete 4CDE4E681456E7A6
Agent 2 M7 Complete 4CDE4E6C1456E7A6
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Agent 2 M7 Complete 4CDE4E741456E7A6
Agent 2 M7 Complete 4CDE4E781456E7A6
Agent 2 M7 Complete 4CDE4E7C1456E7A6
Agent 2 M8 Complete 4CDE4E8C1456E7A6
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Agent 2 M8 Complete 4CDE4E981456E7A6
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Agent 3 M14 Complete4CDE55301456E7A6
Agent 3 M14 Complete4CDE55341456E7A6
Agent 3 M14 Complete4CDE55381456E7A6

SSX

(M) Must Be On . . .EC8F2A641456E60A
Infinite Time 1C219F7CD6BD4A3E
Monster Score . . .1C2CD61817E9C70C
All Boarders 3CB226C81456E70C
All Boards Mac . . .4CB22A341456B00C
All Boards Moby . .4CB22AF81456B00C
All Boards Elise . . .4CB22F441456B00C
All Boards Kaori . .4CB228AC1456B00C
All Boards Jurgen .4CB22B701456B00C
All Boards JP 4CB22C801456B00C
All Boards Zoe . . .4CB22DBC1456
All Boards Hiro . . .4CB229E8145
All Outfits Mac . . .4CB22A381456
All Outfits Moby . .4CB22AFC145
All Outfits Elise . . .4CB22F481456
All Outfits Kaori . .4CB228B0145
All Outfits Jurgen .4CB22B741456
All Outfits JP 4CB22C841456
All Outfits Zoe . . .4CB22DC0145
All Outfits Hiro . . .4CB229EC1456
All Tricks Mac 1CB22BF461DF
All Tricks Mac 1CB22BF861DF
All Tricks Moby . . .1CB22ABC61DF
All Tricks Moby . . .1CB22AC061DF
All Tricks Elise . . .1CB22C0C61DF
All Tricks Elise . . .1CB22C0C61DF
All Tricks Kaori . . .1CB2286C61DF
All Tricks Kaori . . .1CB2287061DF
All Tricks Jurgen . .1CB22B3861DF
All Tricks Jurgen . .1CB22B3C61DF
All Tricks JP 1CB22C4861DF
All Tricks JP 1CB22C4C61DF
All Tricks Zoe 1CB22D8461DF
All Tricks Zoe 1CB22D8861DF
All Tricks Hiro 1CB229B061DF
All Tricks Hiro 1CB229B461DF
Master Status Mac .3CB22BDC1456E
Master Status Moby 3CB22AA01456E
Master Status Elsie 3CB22CEC1456E
Master Status Kaori 3CB228541456E
Master Status Jurgen3CB22818145
Master Status JP . .3CB22C281456E
Master Status Zoe .3CB22D641456E
Master Status Hiro .3CB229901456E
Max Stats Mac . . .1CB22BE8023CD
Max Stats Moby . . .1CB22AAC0048D
Max Stats Elise . . .1CB22CF80943C
Max Stats Kaori . . .1CB2286002430
Max Stats Jurgen . .1CB2282411405
Max Stats JP 1CB22C340047D
Max Stats Zoe . . .1CB22D70FC47E
Max Stats Hiro . . .1CB2299C0643D

Street Fighter Ex 3

(M) Must Be On . . .EC836E241456E6
All Characters . . .1C1BF86061DFB0
Max EXP 1CD9DAE0145567
All Trials Complete 1CD9DD3061DFB0
All Trials Complete 1CD9DD3461DFB0
All Trials Complete 1CD9DD4061DFB0
All Trials Complete 1CD9DD4461DFB0
All Trials Complete 1CD9DD5061DFB0
All Moves Purchased7CD9DAE41443E7
All Moves Purchased 3C9883291456E7
Inf Health P1 -1st .4C585734145670
Inf Super P1 -1st . .4C5857281456DE
No Super P1 -1st . .4C5857281456E7
Inf Health P1 -2nd .4C558AE41456700
Inf Super P1 -2nd .4C558AD81456DE
No Super P1 -2nd .4C558AD81456E7
Inf Health P2 -1st .4C55C0941456700
Inf Super P2 -1st . .4C55F6381456DE
No Super P2 -1st . .4C55F6381456E7
Inf Health P2 -2nd .4C55F6441456700
Inf Super P2 -2nd .4C55C0881456DE
No Super P2 -2nd . .4C55C0881456E7
Inf Stand-By Team 1 4C7414A01456BA
No Stand-By Team 1 4C7414A01456E7
Inf Stand-By Team 2 4C74173C14564B
No Stand-By Team 2 4C74173C1456E7

Stretch Panic

(M) Must Be On . . .EC88792C1443AB4
99 Points 4CFD73C01456E78

Time Crisis II

(M) Must Be On . . .EC8786C8142BEB0
Inf Health P1 . . . .4CF3BA801456E7A
Inf Health P2 . . . .4CF3BAE01456E7A
Inf Time 4CF3BA8414560128
Inf Ammo Gun 1 . .4CF3BDE41456E79
Inf Ammo Gun 2 . .4CF3BD141456E79
Inf Credits 4CDFA7381456E79

Tokyo Xtreme Racer

(M) Must Be On . . .EC85E4301456E79
Max Cash 4CA25EAE1456E79C
P1 Inf SP 0CF70C261456B00
P1 Inf SP 1CE48B2014921C65
P1 No SP 0CF70C261456B00
P1 No SP 1CE48B201456E7A5
Opp Inf SP 0CF70C261456B00
Opp Inf SP 1CE48B2414921C65
Opp No SP 0CF70C261456B00
Opp No SP 1CE48B241456E7A5
Max Total Miles . . .0CE48F3E1456E7A7
Max Total Miles . . .4CA25EDE145630A5
Quick Mile Gain . . .0CE48F3E1456E7A7
Quick Mile Gain . . .4CA25F881456B00C
999 Days 0CE48F3E1456E7A7
999 Days 4CA25EAA1456E404
Always Control Car 4CE3A4A81456E7A5

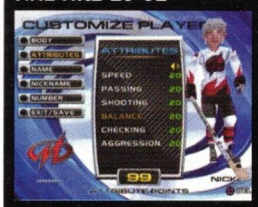
Twisted Metal: Black

(M) EC84685C1456E60A
Idiot Ai 1C87CB4015F6E79D
Idiot Ai 1C87CB441456E7A5
Infinite Ammo 1C8E237815F6E79D
Infinite Ammo 1C8E237C1456E7A5
ExtraHealth MostLvls4CB4006A14562BA5
Mega Machineguns 4CDA2C6C1456E7A5
Rapid Fire Missile .4CDA2C701456E7A5

GET EVERY GAMESHARK CODE AT WWW.GAMESHARK.COM

SPECIAL HOLIDAY BUYERS' GU

NHL Hitz 20-02



Max Creation Stats
4CDFBC421456DBA5
1CDFBC48144ADBB1
4CDFBC4C1456DBB1

Create a team of super players with this GameShark code. It doesn't matter how many creation points you have, because whatever player you create will automatically be maxed out. Why spend weeks building up a player when you can have a whole team of super athletes instantly?
Also Requires:
(M)Must Be On
ECAF51A0141B01F4

P1 No Time Outs . .3CB38F001456E7A5
P2 No Time Outs . .3CB382E81456E7A5
Press R3-More Time 0CB130B81456EBA5
Press R3-More Time 4CB4FEA81456E79F
Press L3-End Period 0CB130B81456E5A5
Press L3-End Period 4CB4FEA81456E6A5

NCAA Football 2002

(M) Must Be On . . .EC898560142708 2C
Team 1 Scores 99 . .4CD650F41456E788
Team 2 Scores 99 . .4CF6BB0C1456E788
Team 2 Scores 99 . .4CD650F01456E788
Team 1 Scores 0 . .4CD650F41456E7A5
Team 2 Scores 0 . .4CF6BB0C1456E7A5
Team 2 Scores 0 . .4CD650F01456E7A5
Infinite Credits . . .0D217728143608 9C
Infinite Credits . . .4D217728145608 9C
Infinite Credits . . .0D217298143608 9C
Infinite Credits . . .4D217298145608 9C
Infinite Credits . . .0D232538143608 9C
Infinite Credits . . .4D232538145608 9C

NFL QB Club 2002

(M) Must Be On . . .EC88E1481442A974
Home Scores 99 . . .4C474A2E1456E788
Home Scores 0 . . .4C474A2E1456E7A5
Away 99 . . . . . .4C4890F41456E788
Away Scores 0 . . . .4C4890F41456E7A5

NHL 2001

(M) Must Be On . . .4D43C2D41456E7A1
Top team=99 points 4CA11D861456E788
Bottom team=99 points 4CA11D2A1456E788
Top team can't score 4CA11D861456E7A5
Bottom team can't score 4CA11D2A1456E7A5

NHL 2002

(M) Must Be On . . .ECB84310141EFFE4
Select=More Time .0CD323041456E6A5
Select=More Time .4CAE96941456EB55
Select+Up=End Period 0CD323041456D6A5
Select+Up=End Period 4CAE96941456E7A5
L1+L2=Team 1=0 . .0CD323041456E7A2
L1+L2=Team 1=0 . .4CD86CA61456E7A5
L1+L2=Team 2=9999 0CD323041456E7A2
L1+L2=Team 2=9999 4CD86CA41456089C
R1+R2=Team 2=0 . .0CD323041456E79F
R1+R2=Team 2=0 . .4CD86C4A1456E7A5
R1+R2=Team 1=9999 0CD323041456E79F
R1+R2=Team 1=9999 4CD86CA61456089C
Team 1-9999 Shots 4CD86CA81456089C
Team 2-9999 Shots 4CD86C4C1456089C
Team 1-0 Shots . . .4CD86CA81456E7A5
Team 2-0 Shots . . .4CD86C4C1456E7A5
Team 1-9999 Hits . .4CD86CD81456089C
Team 2-9999 Hits . .4CD86C7C1456089C
Team 1-0 Hits 4CD86CD81456E7A5
Team 2-0 Hits 4CD86C7C1456E7A5
Team 1-9999 F.Offs 4CD86CB81456089C
Team 2-9999 F.Offs 4CD86C5C1456089C
Team 1-0 F.Offs . .4CD86CB81456E7A5
Team 2-0 F.Offs . .4CD86C5C1456E7A5

NHL FaceOff 2001

(M) Must Be On . .EC8D1560 1456E60A
L1+R1=Away Winning0C184CE61456B40C
L1+R1=Away Winning4C18F5581456E788
L1+R1=Away Winning0C184CE61456B40C
L1+R1=Away Winning4C18F5521456E7A5
L2+R2=Home Winning 0C184CE61456B30C
L2+R2=Home Winning4C18F5581456E7A5
L2+R2=Home Winning 0C184CE61456B30C
L2+R2=Home Winning4C18F5521456E788
Inf. Creation Pts . .4CBF20B41456E6E7

NHL Hitz 20-02

(M) Must Be On . .ECAF51A0141B01F4
Home Scores 0 . . .4D72AA641456E7A5
Home Scores 15 . . .4D72AA641456E79C
Away Scores 0 . . .4D72AA681456E7A5
Away Scores 15 . . .4D72AA681456E79C
Inf Turbo P1 . . . . .4D72AAF6145625DD
Inf Turbo P2 . . . . .4D72AAFA145625DD
Inf Turbo P3 . . . . .4D72AAFE145625DD
Inf Turbo P4 . . . . .4D72AA02145625DD
Inf Turbo P5 . . . . .4D72AA06145625DD
Inf Turbo P6 . . . . .4D72AA0A145625DD
Inf Turbo P7 . . . . .4D72AA0E145625DD
Inf Turbo P8 . . . . .4D72AA12145625DD
No Turbo P1 . . . . .4D72AAF61456E7A5
No Turbo P2 . . . . .4D72AAFA1456E7A5
No Turbo P3 . . . . .4D72AAFE1456E7A5
No Turbo P4 . . . . .4D72AA021456E7A5
No Turbo P5 . . . . .4D72AA061456E7A5
No Turbo P6 . . . . .4D72AA0A1456E7A5
No Turbo P7 . . . . .4D72AA0E1456E7A5
No Turbo P8 . . . . .4D72AA121456E7A5
Inf Credits 4D7171781456D41D
Max Creation Stats 4CDFBC421456DBA5
Max Creation Stats 1CDFBC48144ADBB1
Max Creation Stats 4CDFBC4C1456DBB1

Okage: Shadow King

(M) Must Be On . . .EC8784581440 7CFC
Max Cash 1CCB9C941D56E7A5
Inf HP Ari 4CCB9F441456E404
Max HP/Lvl Ari . . .4CCB9F401456E404
Inf HP Rosalyn 4CCB9F941456E404
Max HP/Lvl Rosalyn 4CCB9F901456E404
Inf HP Kisling 4CCB9FE41456E404
Max HP/Lvl Kisling .4CCB9FE01456E404
Nuts 3CCB9D891456E7D7
Big Nuts 3CCB9D861456E7D7
Miracle Nuts 3CCB9D871456E7D7
Bountiful Nuts . . .3CCB9D8C1456E7D7
Wild Strawberries .3CCB9D8D1456E7D7
Whim Berries 3CCB9D8A1456E7D7
Energy Flowers . . .3CCB9D8B1456E7D7
Energy Bouquet . .3CCB9D901456E7D7
Clarity Charm 3CCB9D911456E7D7
Bunny Charm 3CCB9D8E1456E7D7
Villains Charm . . .3CCB9D8F1456E7D7
Rust Off Charm . . .3CCB9D941456E7D7
Sommelier Charm .3CCB9D951456E7D7
Angel Charm 3CCB9D921456E7D7
Alarm Charm 3CCB9D931456E7D7
Big Boss's Charm . .3CCB9D981456E7D7
Writeoff Charm . . .3CCB9D991456E7D7
Mega Charm 3CCB9D961456E7D7
Purging Stone 3CCB9D971456E7D7
Awakening Stone .3CCB9D9C1456E7D7
Liberation Stone . .3CCB9D9D1456E7D7
Cheerful Stone . . .3CCB9D9A1456E7D7
Mega Stone 3CCB9D9B1456E7D7
Black Cat Jewel . .3CCB9DA01456E7D7
White Cat Jewel . .3CCB9DA11456E7D7
Life Candy 3CCB9D9E1456E7D7
Heart Candy 3CCB9D9F1456E7D7
Power Candy 3CCB9DA41456E7D7
Defense Candy . . .3CCB9DA51456E7D7
Agility Candy 3CCB9DA21456E7D7
Lucky Candy 3CCB9DA31456E7D7
Guidance Jewel . .3CCB9DA81456E7D7
Healing Crystal . . .3CCB9DA91456E7D7
Burned Bottle . . .3CCB9DB71456E7D7
Frozen Bottle 3CCB9DBC1456E7D7
Glaring Bottle . . .3CCB9DBD1456E7D7
Skull Bottle 3CCB9DBA1456E7D7
Sleeping Bottle . . .3CCB9DBB1456E7D7
Ordinary Bottle . .3CCB9DC01456E7D7
Chained Bottle . . .3CCB9DC11456E7D7
Swift Bottle 3CCB9DBE1456E7D7
Mega Luck Bottle .3CCB9DBF1456E7D7
Map Of Evil Kings .3CCB9DCB1456E7D7
Miniature Statue . .3CCB9DD01456E7D7
Platinum Ticket . .3CCB9DD11456E7D7
Gear Tower Key . .3CCB9DCE1456E7D7
Voice Recorder . . .3CCB9DCF1456E7D7
Recorder 2 . . . . .3CCB9DD41456E7D7
Ordinary Card . . .3CCB9DD51456E7D7
Official Card 3CCB9DD21456E7D7
Gaudy Card 3CCB9DD31456E7D7
Mere Pebble 3CCB9DD81456E7D7
Bread Crust 3CCB9DD91456E7D7
Worn Brush 3CCB9DD61456E7D7
Letter Bottle 3CCB9DD71456E7D7
Cyphertext 1 . . . .3CCB9DDC1456E7D7
Cyphertext 2 . . . .3CCB9DDD1456E7D7
Cyphertext 3 . . . .3CCB9DDA1456E7D7
Cyphertext 4 . . . .3CCB9DDB1456E7D7
Cyphertext 5 . . . .3CCB9DE01456E7D7
Cyphertext 6 . . . .3CCB9DE11456E7D7
Punk Wig 3CCB9DDE1456E7D7
Cholesterol 3CCB9DDF1456E7D7
Chick Suspenders .3CCB9DE41456E7D7
Lustrous Hair 3CCB9DE51456E7D7
Gorgeous Mascara .3CCB9DE21456E7D7
Cool Vest 3CCB9DE31456E7D7
Ground Beef 3CCB9DE81456E7D7
Loaf For Pickup . .3CCB9DE91456E7D7
Fruit Knife 3CCB9DE61456E7D7
Swanky Mirror . . .3CCB9DE71456E7D7
Shiny Lens 3CCB9DEC1456E7D7
Tiny Gear 3CCB9DED1456E7D7
Silver Gear 3CCB9DEA1456E7D7
Gold Gear 3CCB9DEB1456E7D7
Rare Gear 3CCB9DF01456E7D7
Old Stone Doll . . .3CCB9DF11456E7D7
Garnet Key 3CCB9DEE1456E7D7
Emerald Key 3CCB9DEF1456E7D7
Sapphire Key 3CCB9DF41456E7D7
Amethyst Key 3CCB9DF51456E7D7
Cow Bone 3CCB9DF21456E7D7
Filet Mignon 3CCB9DF31456E7D7
Old Music Box 3CCB9DF81456E7D7
Eh, It's OK Card . . .3CCB9DF91456E7D7
Odd Glass Tube . . .3CCB9DF61456E7D7
Spiral Wire 3CCB9DF71456E7D7
Bell Tube 3CCB9DFC1456E7D7
Manual Handle . . .3CCB9DFD1456E7D7
Long Screw 3CCB9DFA1456E7D7
Dial W/One Hand . .3CCB9DFB1456E7D7
Pedestal Of Stone .3CCB9D001456E7D7
Penlight 3CCB9D011456E7D7
Broken Gun 3CCB9DFE1456E7D7
Friendship Bond . .3CCB9DFF1456E7D7
Picked Up Branch .3CCB9D071456E7D7
Leftover Sword . . .3CCB9D0C1456E7D7
Ordinary Sword . . .3CCB9D0D1456E7D7
Nameless Sword . . .3CCB9D0A1456E7D7
Omnislice Sword . .3CCB9D0B1456E7D7
Brand Sword 3CCB9D101456E7D7
Rustic Sword 3CCB9D111456E7D7
Mastermold Sword .3CCB9D0E1456E7D7
Forgotten Sword . .3CCB9D0F1456E7D7
Sword Of Gear . . .3CCB9D141456E7D7
Ordinary Rapier . . .3CCB9D131456E7D7
Hardy Rapier 3CCB9D181456E7D7
Slim Rapier 3CCB9D191456E7D7
Sparkling Rapier . .3CCB9D161456E7D7
WhiteRose Rapier .3CCB9D171456E7D7
Gallant Rapier . . .3CCB9D1C1456E7D7
Ghost Basics 3CCB9D1B1456E7D7
Ghost Pictorial . . .3CCB9D201456E7D7
Ghostologos 3CCB9D211456E7D7
Worldly Ghost . . .3CCB9D1E1456E7D7
Ghostosystem II . .3CCB9D1F1456E7D7
Ghostonomicon . . .3CCB9D241456E7D7
Battle Manual 3CCB9D231456E7D7
Mike O' Hope 3CCB9C271456E7D7
Mike O' Happiness .3CCB9C2C1456E7D7
Love Mike 3CCB9C2D1456E7D7
J Of Diamonds . . .3CCB9C311456E7D7
Q Of Hearts 3CCB9C2E1456E7D7
K Of Clubs 3CCB9C2F1456E7D7
A Of Spades 3CCB9C341456E7D7
Ordinary Outfit . . .3CCB9C321456E7D7
Clean Outfit 3CCB9C331456E7D7
Fancy Outfit 3CCB9C381456E7D7
Durable Outfit . . .3CCB9C391456E7D7
Custom-Made Wear .3CCB9C361456E7D7
Latest Outfit 3CCB9C371456E7D7
Natural Outfit . . .3CCB9C3C1456E7D7
Reunion Outfit . . .3CCB9C3D1456E7D7
Swordsman Armor .3CCB9C401456E7D7
Chief's Armor 3CCB9C411456E7D7
Magical Armor . . .3CCB9C3E1456E7D7
Honorable Armor . .3CCB9C3F1456E7D7
Hero's Armor 3CCB9C441456E7D7
Wornout Coat 3CCB9C481456E7D7
Starchy Coat 3CCB9C491456E7D7
Battlefront Coat . .3CCB9C461456E7D7
Stately Coat 3CCB9C471456E7D7
Basics Only Coat . .3CCB9C4C1456E7D7
Infantry Pants . . .3CCB9C501456E7D7
Blood&Sweat Pants 3CCB9C511456E7D7
Inferno Pants 3CCB9C4E1456E7D7
Stage Dress 3CCB9C521456E7D7
Treasured Dress . . .3CCB9C531456E7D7
Celeb Dress 3CCB9C581456E7D7
Dazzling Tux 3CCB9C5C1456E7D7
Conjurer Tux 3CCB9C5D1456E7D7
Mongoose Whisker .3CCB9C651456E7D7
Pharaoh's Hair . . .3CCB9C621456E7A5
Rooster Feathers . .3CCB9C631456E7D7
Sun Medal 3CCB9C681456E7D7
Weed Resistance . .3CCB9C691456E7D7
Touch Of Earth . . .3CCB9C661456E7D7
Flake Of Snow . . .3CCB9C671456E7D7
Full Moon Medal . .3CCB9C6C1456E7D7
Guardian Crystal . .3CCB9C6D1456E7D7
Unicorn's Horn . . .3CCB9C6A1456E7D7
Wildcat's Fang . . .3CCB9C6B1456E7D7
Panther's Fang . . .3CCB9C701456E7D7
Cerebus' Fang 3CCB9C711456E7D7
1st Fight Charm . .3CCB9C6E1456E7D7
Defense Necklace .3CCB9C6F1456E7D7
Iron Necklace 3CCB9C741456E7D7
Bandit's Shoes . . .3CCB9C751456E7D7
Pegasus' Shoes . . .3CCB9C721456E7D7
Divine Shoes 3CCB9C731456E7D7
Holly 3CCB9C781456E7D7
Laurel 3CCB9C791456E7D7
Legendary Leaf . . .3CCB9C761456E7D7
Heatwave Ring . . .3CCB9C771456E7D7
Mirage Ring 3CCB9C7C1456E7D7
Daymare Ring . . .3CCB9C7D1456E7D7
Aves Amulet 3CCB9C7A1456E7D7
Crow's Amulet . . .3CCB9C7B1456E7D7
Owl's Amulet 3CCB9C801456E7D7
Hand Knit Cap . . .3CCB9C811456E7D7
1st Star Badge . . .3CCB9C7E1456E7D7
Omnibooster 3CCB9C7F1456E7D7

Onimusha

(M) Must Be On . . .EC8562A01456E60A
Max Health 4CBF06C21456E70D
Infinite Health . . .4CBF06C81456E70D
Max Magic 4CBFF9E21456E70D
Inf. Lightning Magic 4CBF01921456E70D
Infinite Fire Magic .4CBF01981456E70D
Infinite Wind Magic 4CBF01961456E70D
Max Injected Souls .4CBFFFE0145699EE
Max Enhancement Pts 4CBFFFDC145699EE
Have Holy Armor . .1CBFFF202456B0A9
Have Great Armor .1CBFFF242456B0AA
Have Bishamon Sword 1CBFFF080456B0B1
Infinite Arrows . . .1CBFFE2C2456B0B4
Infinite Fire Arrows 1CBFFE302456B0AD
Infinite Bullets . . .1CBFFE382456B0AE
Inf Burst Bullets . .1CBFFE3C2456B0AF
Infinite Herbs 1CBFFE4C245644A6
Infinite Medcine . .1CBFFE50245644A7
Infinite Power Jewel1CBFFE54345644A2
Infinite Magic Jewel 1CBFFE58245644A3
Inf Soul Absorber . .1CBFFE5C245644A1
Inf. Talisman 1CBFFE60245644A8
Red Key 1CBFFE642456B0D5
Blue Key 1CBFFE682456B0D6
Green Key 1CBFFE6C2456B0D7
Shinobi Kit 1CBFFE700456B0D8
All Fluorite 1CBFFE742456DBA4
Bishamon O. 1CBFFE782456B075
Vision Staff 1CBFFE7C2456B05C
Great Arrow 1CBFFE802456E65B
Decorated Arrow . .1CBFFE842356B05A
Great Bow 1CBFFE882456B059
Silver Plate 1CBFFE8C2456B060
Gold Plate 1CBFFE902456B05F
Gear 1CBFFE942456B05E
L. Crest Piece 1CBFFE982456B05D
R. Crest Piece 1CBFFE9C2456B064
Statue Head 1CBFFEA02456B063
Decorated Sword . .1CBFFEA42456B062
Evil Plate 1CBFFEA82456B061
Purifier Bell 1CBFFEAC2456B068
Rosary Of Com. . . .1CBFFEB02456B067
Wood Ladder 1CBFFEB42456B066
Rope Ladder 1CBFFEB82456B065
Low Time 1CBFF9DC14552BAF
999 Enemies killed .4CBF019C1456E404
Easy Pass-Oni Spirit 4CBFF54E1456E1D4
1 Hit Win-Final Boss 0C21FD1814560105
1 Hit Win-Final Boss 4C21FD181456E7A5
Have Sougen's Note 1CBF012C1656B037
Have Journal #1 . .1CBF01301656B038
Have Journal #2 . .1CBF01341656B038
Have Journal #3 . .1CBF01381656B032
Have Journal #4 . .1CBF013C1656B033
Have Journal #5 . .1CBF01401656B034
Have Journal #6 . .1CBF01441656B02D
Have Blue Book . . .1CBF01481656B02E
Have Red Book . . .1CBF014C1656B02F
Have Green Book . .1CBF01501656B030
Have Orange Book .1CBF01541656B029
Have White Book . .1CBF01581656B02A
Have Apoc. #1 Book 1CBF015C1656B02B
Have Apoc. #2 Book 1CBF01601656B02C
Have Seiryu Book . .1CBF01641656B045
Seiryu Vol. 1 2 3 4 .1CBF0168164FB045
Suzaku Vol. 1 2 3 4 1CBF016C164FB046
Byakko Vol. 1 2 3 4 1CBF0170164FB047
Genbu Vol. 1 2 3 4 .1CBF0174164FB048
Und. Temple Map .1CBFFE0C1456B026
South Area Map . . .1CBFFE101456B027
Keep Map 1CBFFE141456B028
Keep Und. Map . . .1CBFFE181456B021
West Area Map 1CBFFE1C1456B022
East Area Map 1CBFFE201456B023
Dark Realm Map . . .1CBFFE241456B024

Portal Runner

(M) Must Be On . . .EC84122014459340
Max Jewels 4CB3E9EC1456E7A5
Inf Basic Arrows . . .4CBF2EE41456E788
Inf Fire Arrows . . .4CBF2EE81456E788
Inf Explosive Arrows 4CBF2EEC1456E788
Inf Lightning Arrows 4CBF2EF01456E788
Inf Golden Arrows .4CBF2EF41456E788
Inf Piercing Arrows .4CBF2EF81456E788
Inf Trident Arrows .4CBF2EFC1456E788
Inf Water Arrows . .4CBF2E001456E788

Q-Ball

(M) Must Be On . . .EC8778801456E60A
P1 - 15 points 4CB8F0521456E79C
P1 - No points 4CB8F0521456E7A5
P2 - 15 Points 4CB8F0801456E79C
P2 - No points 4CB8F0801456E7A5

Rayman 2

(M) Must Be On . . .EC8398CC1456E60A
Infinite Air 4CAFC2C614562433

Ready to Rumble 2

(M) Must Be On . . .EC87F5201456E60A
Infinte Health P1 . .4C896BC81456E781
Quick Recovery P1 .4C896BCC1456E781
Infinite Health P2 .4C8A92381456E781
Quick Recovery P2 .4C8A923C1456E781
P1 1 hit K.O. 4C896BC81456E7A6
P1 No Stamina . . .4C896BCC1456E7A5
P2 1 hit K.O. 4C8A92381456E7A6
P2 No Stamina . . .4C8A923C1456E7A5
All characters 4C8940341456E7A8
All characters 4C8940381456E7A8
All characters 4C89403C1456E7A8
All characters 4C8940401456E7A8
All characters 4C8940441456E7A8
All characters 4C8940481456E7A8
All characters 4C89404C1456E7A8
All characters 4C8940501456E7A8
All characters 4C8940541456E7A8
All characters 4C8940581456E7A8
All characters 4C89405C1456E7A8
Have Max Cash . . .4C8C0C001456B00C
Have Max Strength .4C8C0C0214562B8F
Have Max Stamina .4C8C0C0614562B8F
Have Max Endurance4C8C0C0A14562B8F
Have Max Dexterity 4C8C0C0E14562B8F
Have Max Experience4C8C0C1214562B8F
Start At Champ . . .0CB7D5F81456E7A5
Start At Champ . . .4CB7D5F81456E7A0

Red Faction

(M) Must Be On . . .EC8E97781456E60A
Infinite Health . . .1CBF66181456E7A5
Infinite Health . . .1CBF661C1456E7A5
Infinite Health . . .1CBF66201456E7A5
Infinite Health . . .1CBF66241456E7A5
Infinite Health . . .1CBF69281456E7A5
Infinite Ammo . . .1C84CA6815F6E79D
Infinite Ammo . . .1C84CA6C1456E7A5

Resident Evil CVX

(M) Must Be On . . .EC8533D01445D97C
Inf Items Pos 1 Claire 3CD6B4A01456E70B
Inf Items Pos 2 Claire 3CD6B4A41456E70B
Inf Items Pos 3 Claire 3CD6B4A81456E70B
Inf Items Pos 4 Claire 3CD6B4AC1456E70B
Inf Items Pos 5 Claire 3CD6B4B01456E70B
Inf Items Pos 6 Claire 3CD6B4B41456E70B
Inf Items Pos 7 Claire 3CD6B4B81456E70B
Inf Items Pos 8 Claire 3CD6B4BC1456E70B
Inf Items Pos 1 Chris3CD6B4E01456E70B
Inf Items Pos 2 Chris3CD6B4E41456E70B
Inf Items Pos 3 Chris3CD6B4E81456E70B
Inf Items Pos 4 Chris3CD6B4EC1456E70B
Inf Items Pos 5 Chris3CD6B4F01456E70B
Inf Items Pos 6 Chris3CD6B4F41456E70B
Inf Items Pos 7 Chris3CD6B4F81456E70B
Inf Items Pos 8 Chris3CD6B4FC1456E70B
Inf Items Pos 1 Steve/Battle Mode 3CD6B4201456E70B
Inf Items Pos 2 Steve/Battle Mode 3CD6B4241456E70B
Inf Items Pos 3 Steve/Battle Mode 3CD6B7281456E70B
Inf Items Pos 4 Steve/Battle Mode 3CD6B72C1456E70B
Inf Items Pos 5 Steve/Battle Mode 3CD6B7301456E70B
Inf Items Pos 6 Steve/Battle Mode 3CD6B7341456E70B
Inf Items Pos 7 Steve/Battle Mode 3CD6B7381456E70B
Inf Items Pos 8 Steve/Battle Mode 3CD6B73C1456E70B
Inf Items Pos 1 Wesker3CD6B7601456E70B
Inf Items Pos 2 Wesker3CD6B7641456E70B

Silent Scope 2: Dark Silhouette

Enable All Extra Options
1CA9994061DFB00C

This code allows players to unlock options such as Level Select and Hidden Cursor. Fine tune the game to your liking with options that allow you to make game play more enjoyable. Also allows player to remove crosshairs, markers, etc.
Also Requires:
(M)Must Be On
EC8816A014465F34

Gold All JapGT Champ 1C0248001456E7A5
Gold Tourist Trophy . . 1C024BF81456E7A5
Gold Tourist Trophy . . 1C024BFC1456E7A5
Gold Tourist Trophy . . 1C024B001456E7A5
Gold Tourist Trophy . . 1C024B041456E7A5
Gold Tourist Trophy . . 1C024B081456E7A5
Gold Tourist Trophy . . 1C024B0C1456E7A5
Gold Race Red Emblem1C0249FC1456E7A5
Gold Race Red Emblem1C0249001456E7A5
Gold Race Red Emblem1C0249041456E7A5
Gold Silver Arrow . . . 1C02481C1456E7A5
Gold Silver Arrow . . . 1C0248201456E7A5
Gold Silver Arrow . . . 1C0248241456E7A5
Gold Altezza Champ. . 1C02470C1456E7A5
Gold Altezza Champ. . 1C0247101456E7A5
Gold Altezza Champ. . 1C0247141456E7A5
Gold Altezza Champ. . 1C0247181456E7A5
Gold Altezza Champ. . 1C02471C1456E7A5
Gold Altezza Champ. . 1C0247201456E7A5
Gold Type-R Meeting . 1C024A641456E7A5
Gold Type-R Meeting . 1C024A681456E7A5
Gold Type-R Meeting . 1C024A6C1456E7A5
Gold Type-R Meeting . 1C024A701456E7A5
Gold Type-R Meeting . 1C024A741456E7A5
Gold Type-R Meeting . 1C024A781456E7A5
Gold Evolut Meeting . 1C0246181456E7A5
Gold Evolut Meeting . 1C02461C1456E7A5
Gold Evolut Meeting . 1C0246201456E7A5
Gold Dream Car Champ . . . . . .
. . . . . .1C0246BC1456E7A5
Gold Dream Car Champ1C0246C01456E7A5
Gold Dream Car Champ1C0246C41456E7A5
Gold Dream Car Champ1C0246C81456E7A5
Gold Dream Car Champ . . . . . .
. . . . . .1C0246CC1456E7A5
Gold Dream Car Champ1C0246D01456E7A5
Gold Dream Car Champ1C0246D41456E7A5
Gold Dream Car Champ1C0246D81456E7A5
PRO LEAGUE CODES .3C9783281456E7A5
British GT Car Cup . .1C0246541456E7A5
British GT Car Cup . .1C0246581456E7A5
British GT Car Cup . .1C02465C1456E7A5
Gold GT World Champ 1C0248341456E7A5
Gold GT World Champ 1C0248381456E7A5
Gold GT World Champ 1C02483C1456E7A5
Gold GT World Champ 1C0248401456E7A5
Gold GT World Champ 1C0248441456E7A5
Gold GT World Champ 1C0248481456E7A5
Gold GT World Champ 1C02484C1456E7A5
Gold GT World Champ 1C0248501456E7A5
Gold GT World Champ 1C0248541456E7A5
Gold GT World Champ 1C0248581456E7A5
Gold GT World Champ 1C02485C1456E7A5
Gold FF Challenge . .1C02495C1456E7A5
Gold FF Challenge . .1C0249601456E7A5
Gold FF Challenge . .1C0249641456E7A5
Gold FR Challenge . .1C0249801456E7A5
Gold FR Challenge . .1C0249841456E7A5
Gold FR Challenge . .1C0249881456E7A5
Gold MR Challenge . .1C024B341456E7A5
Gold MR Challenge . .1C024B381456E7A5
Gold MR Challenge . .1C024B3C1456E7A5
Gold 4WD Challenge .1C0247C41456E7A5
Gold 4WD Challenge .1C0247C81456E7A5
Gold 4WD Challenge .1C0247CC1456E7A5
Gold Spider&Roadster 1C024BA81456E7A5
Gold Spider&Roadster 1C024BAC1456E7A5
Gold Spider&Roadster 1C024BB01456E7A5
Gold Boxer Spirit . . .1C02463C1456E7A5
Gold Boxer Spirit . . .1C0246401456E7A5
Gold Boxer Spirit . . .1C0246441456E7A5
Gold Race NA Sports .1C024B581456E7A5
Gold Race NA Sports .1C024B5C1456E7A5
Gold Race NA Sports .1C024B601456E7A5
Gold Turbo Sports . . .1C024B1C1456E7A5
Gold Turbo Sports . . .1C024B201456E7A5
Gold Turbo Sports . . .1C024B241456E7A5
Gold GranTurismo AS .1C0249981456E7A5
Gold GranTurismo AS .1C02499C1456E7A5
Gold GranTurismo AS .1C0249A01456E7A5
Gold GranTurismo AS .1C0249A41456E7A5
Gold GranTurismo AS .1C0249A81456E7A5
Gold GranTurismo AS .1C0249AC1456E7A5
Gold GranTurismo AS .1C0249B01456E7A5
Gold GranTurismo AS .1C0249B41456E7A5
Gold GranTurismo AS .1C0249B81456E7A5
Gold GranTurismo AS .1C0249BC1456E7A5
Gold All JapGT Champ1C0248AC1456E7A5
Gold All JapGT Champ1C0248B01456E7A5
Gold All JapGT Champ1C0248B41456E7A5
Gold All JapGT Champ1C0248B81456E7A5
Gold All JapGT Champ1C0248BC1456E7A5

Gold All JapGT Champ1C0248C01456E7A5
Gold All JapGT Champ1C0248C41456E7A5
Gold All JapGT Champ1C0248C81456E7A5
Gold All JapGT Champ1C0248CC1456E7A5
Gold All JapGT Champ1C0248D01456E7A5
Gold All JapGT Champ1C0248D41456E7A5
Gold Italian Avant . . .1C02488C1456E7A5
Gold Italian Avant . . .1C0248901456E7A5
Gold Race Red Emblem1C0249F01456E7A5
Gold Race Red Emblem1C0249F41456E7A5
Gold Race Red Emblem1C0249F81456E7A5
Gold Vitz Race 1C024AAC1456E7A5
Gold Vitz Race 1C024AB01456E7A5
Gold Vitz Race 1C024AB41456E7A5
Gold Vitz Race 1C024AB81456E7A5
Gold Vitz Race 1C024ABC1456E7A5
Gold Vitz Race 1C024AC01456E7A5
Gold Elise Trophy . . .1C0246DC1456E7A5
Gold Elise Trophy . . .1C0246E01456E7A5
Gold Elise Trophy . . .1C0246E41456E7A5
Gold Elise Trophy . . .1C0246E81456E7A5
Gold Elise Trophy . . .1C0246EC1456E7A5
Gold Elise Trophy . . .1C0246F01456E7A5
Gold Clio Trophy 1C0246601456E7A5
Gold Clio Trophy 1C0246641456E7A5
Gold Clio Trophy 1C0246681456E7A5
Gold Clio Trophy . . .1C02466C1456E7A5
Gold Clio Trophy 1C0246701456E7A5
Gold Clio Trophy 1C0246741456E7A5
Gold Tuscan Challnge 1C024A341456E7A5
Gold Tuscan Challnge 1C024A381456E7A5
Gold Tuscan Challnge 1C024A3C1456E7A5
Gold Tuscan Challnge 1C024A401456E7A5
Gold Tuscan Challnge 1C024A441456E7A5
Gold Tuscan Challnge 1C024A481456E7A5
Gold Dream Car Champ1C02469C1456E7A5
Gold Dream Car Champ1C0246A01456E7A5
Gold Dream Car Champ1C0246A41456E7A5
Gold Dream Car Champ1C0246A81456E7A5
Gold Dream Car Champ . . . . . .
. . . . . .1C0246AC1456E7A5
Gold Dream Car Champ1C0246B01456E7A5
Gold Dream Car Champ1C0246B41456E7A5
Gold Dream Car Champ1C0246B81456E7A5
Gold P. Digital Cup . .1C024B701456E7A5
Gold P. Digital Cup . .1C024B741456E7A5
Gold P. Digital Cup . .1C024B781456E7A5
Gold P. Digital Cup . .1C024B7C1456E7A5
Gold P. Digital Cup . .1C024B801456E7A5
Gold P. Digital Cup .1C024B841456E7A5
Gold P. Digital Cup .1C024B881456E7A5
Gold P. Digital Cup .1C024B8C1456E7A5
Gold P. Digital Cup .1C024B901456E7A5
Gold P. Digital Cup .1C024B941456E7A5
Gold P. Digital Cup .1C024B981456E7A5
Gold Like The Wind 1C024AC41456E7A5
Gold Formula GT . .1C0246241456E7A5
Gold Formula GT . .1C0249281456E7A5
Gold Formula GT . .1C02492C1456E7A5
Gold Formula GT . .1C0249301456E7A5
Gold Formula GT . .1C0249341456E7A5
Gold Formula GT . .1C0249381456E7A5
Gold Formula GT . .1C02493C1456E7A5
Gold Formula GT . .1C0249401456E7A5
Gold Formula GT . .1C0249441456E7A5
Gold Formula GT . .1C0249481456E7A5
Gold Formula GT . .1C02494C1456E7A5
RALLY EVENT CODES 3C9783281456E7A5
Gold Rally Challenge1C0247781456E7A5
Gold Rally Challenge1C02477C1456E7A5
Gold Rally Challenge1C0247801456E7A5
Gold Tahiti Chal. . .1C0247841456E7A5
Gold Tahiti Chal. . .1C0247881456E7A5
Gold Tahiti Chal. . .1C02478C1456E7A5
Gold S. Mtn Rally . .1C0247601456E7A5
Gold S. Mtn Rally . .1C0247641456E7A5
Gold S. Mtn Rally . .1C0247681456E7A5
Gold Rally Alps . . .1C02476C1456E7A5
Gold Rally Alps . . .1C0247701456E7A5
Gold Rally Alps . . .1C0247741456E7A5
Gold Rally Chal. II .1C02473C1456E7A5
Gold Rally Chal. II .1C0247401456E7A5
Gold Rally Chal. II .1C0247441456E7A5
Gold Taiti Maze II . .1C0247481456E7A5
Gold Taiti Maze II . .1C02474C1456E7A5
Gold Taiti Maze II . .1C0247501456E7A5
Gold S. Mtn Rally II 1C0244241456E7A5
Gold S. Mtn Rally II 1C0247281456E7A5
Gold S. Mtn Rally II 1C02472C1456E7A5
Gold Rally Alps II . .1C0247301456E7A5
Gold Rally Alps II . .1C0247341456E7A5
Gold Rally Alps II . .1C0247381456E7A5
Gold Route 5-Wet .1C0247541456E7A5

Gold Route 5-Wet .1C0247581456E7A5
Gold Route 5-Wet .1C02475C1456E7A5
Gold Route 5-Wet II 1C0244181456E7A5
Gold Route 5-Wet II 1C02441C1456E7A5
Gold Route 5-Wet II 1C0244201456E7A5
ENDURANCE RACE CODES . . . . . .
. . . . . .3C9783281456E7A5
Gold Grand Valley .1C0247941456E7A5
Gold Seattle 100 Mi 1C0247AC1456E7A5
Gold Laguna SCEA 200 1C0247981456E7A5
Gold Pass. Colosseo 1C0247A41456E7A5
Gold Trial Mountain 1C0247B41456E7A5
Gold Sp. Route 11 .1C0247A81456E7A5
Gold Roadster Endur.1C0247A01456E7A5
Gold T. Route 246 .1C0247901456E7A5
Gold Mistral 78 Laps1C02479C1456E7A5
Gold Super Speedway 1C0247B01456E7A5

Guilty Gear X

(M) Must Be On . . .EC878240143D5814
Max Score P1 . . . .1CC61C2417E9C70C
Inf Time 4CC1535C1456D8B2
Max Tension P1 . . .4CC61FB8145608B5
Max Tension P1 . . .4CC61E6C145608B5
No Tension P1 . . . .4CC61FB81456E7A5
No Tension P1 . . . .4CC61E6C1456E7A5
Max Tension P2 . . .4CC61E78145608B5
Max Tension P2 . . .4CC6212C145608B5
No Tension P2 . . . .4CC61E781456E7A5
No Tension P2 . . . .4CC6212C1456E7A5
Strong Guard P1 . .4CC61FCE1456E7A5
Weak Guard P1 . . .4CC61FCE1456E725
Strong Guard P2 . .4CC61E8E1456E7A5
Weak Guard P2 . . .4CC61E8E1456E725
P1 Super Dizzied . .4CC61F1A1456E704
P1 Never Dizzied . .4CC61F1A1456E7A5
P2 Super Dizzied . .4CC61EDA1456E704
P2 Never Dizzied . .4CC61EDA1456E7A5
P1 Inf Jumps 4CC61F101456E6A6
P1 Less Jumps . . .4CC61F101456E7A5
P2 Inf Jumps 4CC61ED01456E6A6
P2 Less Jumps . . .4CC61ED01456E7A5

GunGriffon Blaze

(M) Must Be On . . .ECB198F01438BBA0
Huge Score 1CDF09F017E9C70C
Inf Firepower 1 . . .4CD3E9EC1456E79E
Inf Super Reload . .4CD3E9EA1456E79E
Inf Flash Roll 4CD3E9F01456E79E
Inf Adv. Armor 2 . .4CD3E9EE1456E79E
Inf Wheel Adaptor .4CD3E9F41456E79E
Inf Super Zoom . . .4CD3E9F21456E79E
Inf Hyper Zoom . . .4CD3E9F81456E79E
Inf IG System 4CD3E9F61456E79E
Inf Jump Regulator 4CD3E9FC1456E79E
Inf Firepower M . . .4CD3E9FA1456E79E
Inf Adv Armor M . . .4CD3E9001456E79E
Inf Firepower 2 . . .4CD3E9FE1456E79E
Inf Adv Armor 1 . . .4CD3E9041456E79E
Inf Quick Reload . .4CD3E9021456E79E
Inf Hyper Reload . .4CD3E9081456E79E
Inf CH Missile 4CD3E7EC1456E79E
Inf MS Bomb 4CD3E7EA1456E79E
Inf NP Gun 4CD3E7F01456E79E
Inf Rocket Pod . . .4CD3E7EE1456E79E
Inf AT Missile 4CD3E7F41456E79E
Inf Gun 4CD3E7F21456E79E
Inf MG Ver. 1 . . . .4CD3E7F81456E79E
Inf S Shotgun 4CD3E7F61456E79E
Inf Grenade Ver. 1 .4CD3E7FC1456E79E
Inf Grenade Ver. 2 .4CD3E7FA1456E79E
Inf Hyper Grenade .4CD3E7001456E79E
Inf Shotgun 4CD3E7FE1456E79E
Inf Power MG 4CD3E7041456E79E
Inf SS Rocket Gun .4CD3E7021456E79E
Inf MG Ver. 2 . . . .4CD3E7081456E79E
Inf. MG Ver. 3 . . . .4CD3E7061456E79E
Inf HH Missile 4CD3E70C1456E79E
Inf Fuel Air Expl. . .4CD3E70A1456E79E
All Weapons Systems1CAC1D6861DFB00C
All Weapons Systems4CAC1D6C1456B00C

Heroes Of M. & M.

(M) Must Be On . . .EC87DB041456E60A
Artifacts/Villains . .4CBD023A1456E6A6
Artifacts/Villains . .7CBD02401457E7A6
Artifacts/Villains . .3D9882291456E7A5
Auto Play 4CC0AB7C1456E7A6
Show Debug 1 Info .4CC07C1C1456E7A6
Show Debug 2 Info .4CC07C201456E7A6
Show Debug 3 Info .4CC07C241456E7A6
Show Coordinates .4CC07F281456E7A6
Show Damage Bubbles4CC07F2C1456E7A6
Run Fast 4CC07F381456E7A6
Infinite Gold 1CBE996C17E9C70C
Plenty Of Leadership4CBE97961456E404
Big Commission . . .4CBE979C1456300C
No Followers Killed 4CBE979A1456E7A5
Infinite Bridge . . .3CBD02621456E788
Infinite Time Stop .3CBD02631456E788
Inf. Find Villian . . .3CBD02681456E788
Infinite Castle Gate 3CBD02691456E788
Infinite Town Gate .3CBD02661456E788
Inf. Instant Army . .3CBD02671456E788
Inf. Raise Control .3CBD026C1456E788
Infinite Clone 3CBD025B1456E788
Infinite Teleport . . .3CBD02601456E788
Infinite Fireball . . .3CBD02611456E788
Infinite Lightning . .3CBD025E1456E788
Infinite Freeze . . .3CBD025F1456E788
Infinite Resurrect .3CBD02641456E788
Infinite Turn Undead3CBD02651456E788

Extra Members . . .4CBE97A01456E404
Extra Members . . .4CBE979E1456E404
Extra Members . . .4CBE97A41456E404
Extra Members . . .4CBE97A21456E404
Extra Members . . .4CBE97A81456E404
Extra Lives (Battle) 4CC062C1456E404
Extra Lives (Battle) 4CC062DC1456E404
Extra Lives (Battle) 4CC062EC1456E404
Extra Lives (Battle) 4CC062FC1456E404
Extra Lives (Battle) 4CC062DC1456E404
Easy Battles 0CC0621C1426E7A6
Easy Battles 4CC0621C1456E7A6
Easy Battles 0CC0652C1426E7A6
Easy Battles 4CC0652C1456E7A6
Easy Battles 0CC0653C1426E7A6
Easy Battles 4CC0653C1456E7A6
Easy Battles 0CC0654C1426E7A6
Easy Battles 4CC0654C1456E7A6
Easy Battles 0CC0655C1426E7A6
Easy Battles 4CC0655C1456E7A6

Kengo

(M) Must Be On . . .EC8784D01456E60A
Easy 1st Lesson . . .3C8902601456E7A2
Easy 2nd Lesson . .3CC01F401456E79F
Easy 3rd Lesson . . .3C8902341456E7A2
Easy Strike Post . .4CA25C641456E7A5
Easy Waterfall . . .4CAF96CA14562BA5
Easy Zen Meditation 1CA42748A1F84981
Infinite Health-P1 .4C8940A61456F025
Max Ki - P1 . . . . .4C8940B01456D7A5
No Ki - P1 . . . . . .4C8940B01456E7A5
1 Hit Win - P1 . . .0CB5DDE61426E70C
1 Hit Win - P1 . . .4CB5DDE61456E70C
Infinite Health-P2 .4CB5DDE61456F025
Max Ki - P2 . . . . .4CB5DDF01456D7A5
No Ki - P2 . . . . . .4CB5DDF01456E7A5
1 Hit Win - P2 . . . .0C8940A61426E70C
1 Hit Win - P2 . . . .4C8940A61456E70C
Max Attack Power .4CC0EBFA1456089C
Max Attack Power .4CC0EBF41456089C
Max Attack Speed .4CC0EBF21456089C
Max Attack Speed .4CC0EBEC1456089C
Max Agility 4CC0EBF81456089C
Max Agility 4CC0EBEA1456089C
Max Insight 4CC0EBF61456089C
Max Insight 4CC0EBF01456089C
Max Spirit 4CC0EBEC1456089C
Max Spirit 4CC0EBEE1456089C

Klonoa 2

(M) Must Be On . . .EC8DB1681426F134
Infinite Lives 3CA1EB801456E788
Infinite Health . . .3CA1EB781456E7A3
Visions&MomettHouse1CA488B061DFB00C
Momett Doll Bells .3CAA3CA01456E7A3
Low Time Attack Time0CA1EBAC1426E605
Low Time Attack Time1CA1EBAC1456E7A6
All Pics/Stones . . .3CA488B91456E70C
All Pics/Stones . . .4CA488B61456B00C
All Pics/Stones . . .1CA488BC61DFB00C
All Pics/Stones . . .1CA488C061DFB00C
All Pics/Stones . . .1CA488C461DFB00C
All Pics/Stones . . .3CA488C81456E70C
All Momett Dolls . .3CA488C71456E7A3
All Momett Dolls . .1CA488CC1A58E9A3
All Momett Dolls . .1CA488D01A58E9A3
All Momett Dolls . .1CA488D41A58E9A3
All Momett Dolls . .4CA488D81456E9A3
All Momett Dolls . .3CA488D61456E7A3
Stones:Sea Of Tears 3CA488B81456E70C
Stones:La-Loosha . .3CA488B61456E70C
Stones:Joilant Park 3CA488B71456E70C
Stones:Jungle Slider3CA488BC1456E70C
Stones:U.G.Factory 3CA488BD1456E70C
Stones:Volk City . .3CA488BA1456E70C
Stones:VolkanInferno3CA488BB1456E70C
Stones:Ishras Ark . .3CA488C01456E70C
Stones:Chamber O'Fun3CA488C91456E70C
Stones:Cham.O'Horror 3CA488C61456E70C
Stones:Mts.Mira-Mira3CA488C11456E70C
Stones:Maze Of Mem. 3CA488BE1456E70C
Stones:Noxisous . .3CA488BF1456E70C
Stones:DarkSea . . .3CA488C41456E70C
Stones:EmptySea . .3CA488C51456E70C
Stones:ArkRevisited 3CA488C21456E70C
Stones:KingdomSorrow3CA488C31456E70C
Stones:ForgottenPath 3CA488C81456E70C
Vision 1 Doll 3CA488C71456E7A3
Vision 2 Doll 3CA488CC1456E7A3
Vision 3 Doll 3CA488CD1456E7A3
Vision 4 Doll 3CA488CA1456E7A3
Vision 5 Doll 3CA488CB1456E7A3
Vision 6 Doll 3CA488D01456E7A3
Vision 7 Doll 3CA488D11456E7A3
Vision 8 Doll 3CA488CE1456E7A3
Vision 9 Doll 3CA488CF1456E7A3
Vision 10 Doll 3CA488D41456E7A3
Vision 11 Doll 3CA488D51456E7A3
Vision 12 Doll 3CA488D21456E7A3
Vision 13 Doll 3CA488D31456E7A3
Vision 14 Doll 3CA488D81456E7A3
Vision 15 Doll 3CA488D91456E7A3
Vision 16 Doll 3CA488D61456E7A3

Knockout Kings 2001

(M) Must Be On . . .EC8EC8401456E60A
Inf. Creation Pts. . .3CB34C881456E733

MetalGearSolid2 Demo

(M) Must Be On . . .ECB79FF81456E60A
Full Clip 3CB151601456E79C

Infinite Rations . . .3CBB523E1456E
Infinite Bandage . .3CBB5246145
Infinite Diazepam .3CBB524A145
Enemy Uniform . . .3CBB5250145
C Box Dry 3CBB5268145
Box B 3CBB5278145
Box C 3CBB5276145
Box Wet 3CBB527C145
V Sensor 3CBB527A145
Infinite M9 . . . . . .4CBB53C145
Infinite USP 4CBB53D4145
Infinite SOCOM . . .4CBB53D2145
Infinite FA-MAS . . .4CBB53D8145
PressR1=Invisible . .4CBDD858145
No Health Olga . . .0DE8B5AC1426
No Health Olga . . .4DE8B5AC145

Monster Rancher 3

(M) Must Be On . . .ECBCA14C1431
Inf Money 1CA24054144F
Inf HP P1 . . . . . .4CA2CCC8145
Inf HP P1 . . . . . .4CA2CCCE145
No HP P1 . . . . . .4CA2CCC8145
No HP P1 . . . . . .4CA2CCCE145
Inf HP P2 . . . . . .4CA2D1A0145
Inf HP P2 . . . . . .4CA2D1A6145
No HP P2 . . . . . .4CA2D1A0145
No HP P2 . . . . . .4CA2D1A6145
Max Pow P1 . . . . .4CA2CCC6145
Max Int P1 . . . . . .4CA2CCCC145
Max Spd P1 . . . . .4CA2CCCA145
Max Def P1 . . . . .4CA2CCD0145
Max Pow P2 . . . . .4CA2D19E145
Max Int P2 . . . . . .4CA2D1A4145
Max Spd P2 . . . . .4CA2D1A2145
Max Def P2 . . . . .4CA2D1A8145
Low Pow P2 . . . . .4CA2D19E145
Low Int P2 . . . . . .4CA2D1A4145
Low Spd P2 . . . . .4CA2D1A2145
Low Def P2 . . . . .4CA2D1A8145

Motor Mayhem

(M) Must Be On . . .EC86C30C1456E6
99 Kills 3CFE72A81456E7
Enable Buzzsaw . .4C8D38DA1456E7
All Courses 1C8D38D81355E6
All Courses 1C8D38F41355E6
All Courses 4C8D38DC1456E6
All Courses 4C8D38F81456E6
Enable Cheat Menu 4C8D38C61456E6
Enable Cheat Menu 1C8D38CC1355E6
Enable Cheat Menu 4C8D38CE1456E7
Enable Cheat Menu 4C8D38BA1456E7

MX 2002

(M) Must Be On . . .EC8522A0144025
Big Stunt Score . . .0CD6A7701456E7
Big Stunt Score . . .1CD6A77017E9C70
999 Race Pts 4CA3ADB41456E4

NASCAR Heat 2002

(M) Must Be On . . .ECB359B41456E60
2000 Pts Driver 1 . .4CBA9F5C1456E8F
2000 Pts Driver 1 . .4CBB073C1456E8F

NBA Hoopz

(M) Must Be On . . .EC906BB41456E60
Ultra Quarters 3CDA9C441456E7A
No Replays 3CDA9C281456E7A
Inf. Turbo T1 . . . .3CDA9D241456E7A
Inf. Turbo T2 . . . .3CDA9D241456E7A
Inf. Turbo T1&2 . . .3CDA9D241456E7A
No Goaltending T1 3CDA9C301456E7A
No Goaltending T2 3CDA9C301456E7A
No Goaltending T1&2 . . . . . .
3CDA9C301456E7A8
Tiny Heads T1 . . .3CDA9C381456E7A
Tiny Heads T2 . . .3CDA9C381456E7A
Tiny Heads T1&2 . .3CDA9C381456E7A
Tiny Players T1 . . .3CDA9C3C1456E7A
Tiny Players T2 . . .3CDA9C3C1456E7A
Tiny Players T1&2 .3CDA9C3C1456E7A
Beach Court 3CDA9C4C1456E7A
Street Court 3CDA9C501456E7A
Show Shot % T1 . .3CDA9C5C1456E7A
Show Shot % T2 . .3CDA9C5C1456E7A
Show Shot % T1&2 .3CDA9C5C1456E7A
Grany Shots 3CDA9C481456E7A
Show Hotspots . . .3CDA9C641456E7A
No Pushes 3CDA9C601456E7A
No Hotspots 3CDA9C681456E7A
Tournament Mode .3CDA9C541456E7A
No Fouls 3CDA9C901456E7A
Rainy Beach 3CDA9C4C1456E7A
Rainy Beach 3CDA9CA41456E7A
Snowy Beach 3CDA9C4C1456E7A
Snowy Beach 3CDA9CA01456E7A
Blizzard Beach . . .3CDA9C4C1456E7A
Blizzard Beach . . .4CDA9C9C1456E7A
Rainy Streets 3CDA9C501456E7A
Rainy Streets 3CDA9CA41456E7A
Snowy Streets 3CDA9C501456E7A
Snowy Streets 3CDA9CA01456E7A
Blizzard Streets . . .3CDA9C501456E7A
Blizzard Streets . . .4CDA9C9C1456E7A

NCAA Final Four

(M) Must Be On . . .EC878300143B79C4
P1 Score 999 . . . . .4CB38F241456E404
P2/CPU Scores 0 . .4CB4F4641456E7A5
P2/CPU Scores 0 . .4CB3820C1456E7A5
P1 Inf Time Outs . .3CB38F001456E7A1
P2 Inf Time Outs . .3CB382E81456E7A1

Monster Rancher 3

Infinite HP Player 1
4CA2CCC81456E404
4CA2CCCE1456E404

Throw in this code to be invincible in battle. Getting started in this game can be tough, but with this code you have nothing to worry about. Helps the player focus on breeding the monsters without having to worry about dying in battle.
Also Requires:
(M)Must Be On
ECBCA14C14318EDC

GET EVERY GAMESHARK CODE AT WWW.GAMESHARK.COM

[M] Must Be On . . .EC88A4BC14443A68
Bikes/Outfit - DM .4CB8F6401456E5A2
Bikes/Outfit - RN . .4CB8FB081456E5A2
Bikes/Outfit - TMM .4CB8FFD01456E5A2
Bikes/Outfit - ML . .4CB803981456E5A2
Bikes/Outfit - TM .4CB807601456E5A2
Bikes/Outfit - KH . .4CB80B281456E5A2
Bikes/Outfit - LR . .4CB80CF01456E5A2
Bikes/Outfit - JG . .4CB810B81456E5A2
Bikes/Outfit - RM . .4CB814801456E5A2
Bikes/Outfit - TL . .4CB818481456E5A2
Bikes/Outfit - LE . .4CB81D101456E5A2
Bikes/Outfit - SW .4CB821D81456E5A2
Bikes/Outfit - CM .4CB825A01456E5A2
Bikes/Outfit - ZS . .4CB82968145 6E5A2
Bikes/Outfit - SJG .4CB82D301456E5A2
Bikes/Outfit - MD .4CB82EF81456E5A2
Bikes/Outfit - AB . .4CB832C01456E5A2
Movie - DM 3CB8F7DC1456E7A7
Movie - RN 3CB8FBA41456E7A7
Movie - TMM 3CB8FF6C1456E7A7
Movie - ML 3CB803341456E7A7
Movie - TM 3CB804FC1456E7A7
Movie - KH 3CB808C41456E7A7
Movie - LR 3CB80C8C1456E7A7
Movie - JG 3CB810541456E7A7
Movie - RM 3CB8151C1456E7A7
Movie - TL 3CB819E41456E7A7
Movie - LE 3CB81DAC1456E7A7
Movie - SW 3CB821741456E7A7
Movie - CM 3CB8253C1456E7A7
Movie - ZS 3CB826041456E7A7
Enable MD 4CB82E941456E7A5
Enable AB 4CB8325C1456E7A5

Dead or Alive 2

(M) Must Be On . . .ECBEC4AC1456E60A
Infinite Health P1 .4CDF44581456E6B9
Infinite Health P2 .4CDF44C01456E6B9
1 hit K.O. P1 . . . .4CDF44581456E7A6
1 hit K.O. P2 . . . .4CDF44C01456E7A6

Devil May Cry Demo

(M) Must Be On . . .EC8783C01446A6EC
Inf Health 4CD98ECA1456E4FD
Max Red Orbs 0CFC39341456E7A6
Max Red Orbs 4CFC39341456E404
Inf Magic 4CD9925A1456E67D
Acid Mode 4CFC2F961456E7A6
Master All Moves . .4CFC3926145630A5

Donald Duck Goin Quackers

(M) Must Be On . . .ECB6D2D01456E79B
Infinite Lives 4C12739C1456E7A2
Infinite Time 4CCBAE941456502C
Cogs Modifier 4C1273981456E781

Driving Emotion

(M) Must Be On . . .EC8BC1581456E60A
Start On Last Lap .3CD796921456E7A1
Start On Last Lap-GT3CAA70B21456E7A1
Control Replay Car 4CD31D781456E7A6

ESPN XG Skateboard

(M) Must Be On . . .EC8A17A014439B6C
All Boards 7C1EEE38144EE7A6
All Boards 3D9882291456E7A5
All Boards 4C1EEE581456E6A6
Full Special 4D5297441456E6B9
Max Combo 0D5295F81436E7A8
Max Combo 3D5295F81456E788
P1 Jughead 3C1EFB781456E79D
P1 Bartender John .3C1EFB781456E79E
P1 Evil Carrot-Top .3C1EFB781456E79F
P1 Chaquita 3C1EFB781456E7A0
P1 Gov. Ventura . . .3C1EFB781456E799
P1 Carrot-Top 3C1EFB781456E79A
P1 Mr. Gallagher . .3C1EFB781456E79B
P1 Alien 3C1EFB781456E7B5
P1 Bighead Bob . . .3C1EFB781456E7B7
P1 Bighead Carlos .3C1EFB781456E7B8
P1 Bighead Chad . .3C1EFB781456E7B1
P1 Bighead Chris . .3C1EFB781456E7B2
P1 Bighead Colin . .3C1EFB781456E7B3
P1 Bighead Kerry . .3C1EFB781456E7B4
P1 Bighead Lincoln 3C1EFB781456E7AD
P1 Bighead Rick . .3C1EFB781456E7AE
P1 Padded Skater .3C1EFB781456E7C1
P1 Helmet Skater .3C1EFB781456E7C4
P2 Jughead 3C1EFB791456E79D
P2 Bartender John .3C1EFB791456E79E
P2 Evil Carrot-Top .3C1EFB791456E79F
P2 Chaquita 3C1EFB791456E7A0
P2 Gov. Ventura . . .3C1EFB791456E799
P2 Carrot-Top 3C1EFB791456E79A
P2 Mr. Gallagher . .3C1EFB791456E79B
P2 Alien 3C1EFB791456E7B5
P2 Bighead Bob . . .3C1EFB791456E7B7
P2 Bighead Carlos .3C1EFB791456E7B8
P2 Bighead Chad . .3C1EFB791456E7B1
P2 Bighead Chris . .3C1EFB791456E7B2
P2 Bighead Kerry . .3C1EFB791456E7B4
P2 Bighead Lincoln 3C1EFB791456E7AD
P2 Bighead Rick . .3C1EFB791456E7AE
P2 Padded Skater .3C1EFB791456E7C1
P2 Helmet Skater .3C1EFB791456E7C4
Easy Crash Targets .0D5295E21456E7A6
Easy Crash Targets .4D5295E21456E7A2
Max Score 4D5295EC1456B00C
Easy Checkpoints . .0D5295E81456E7A6
Easy Checkpoints . .4D5295E81456E7A3

Extermination

(M) Must Be On . . .EC8D31701445DC6C
Infinite Health . . .4C188B7E145625DD
Infinite Health . . .4C1887F6145625DD
Inf Ammo Machinegun 4C188FDC1456089C
No Reloads M.Gun .3C188F861456E70C
Inf. Shotgun Shells .4C188FD01456089C
Inf. Grenade Rounds4C188FCE1456089C
Inf. F.Thrower Fuel 1C188FD41473E788
No Reload F.Thrower4C188FD21456E788
Inf. Rockets 4C188FD81456089C
0% Infection 4C1887FE1456E7A5
0% Infection 4C188B821456E7A5
Inf Battery 3C188FD61456E7D5
Inf Battery 3C188FDB1456E7D5
Low Time 1C1888781456E7A5
All Weapon Parts . .1C188F8C1355E6A6
All Weapon Parts . .1C188F901355E6A6
All Weapon Parts . .1C188F941355E6A6
All Weapon Parts . .1C188F981355E6A6
Have All Maps 1C188FE01355E6A6
Have All Maps 1C188FE41355E6A6
Have All Maps 4C188FE81456E6A6
Have All Maps 3C188FE61456E7A6
Have Climbing Spikes3C188FA51456E7A6
Have Arctic Parka .3C188FA21456E7A6
All Dennis' Memos .3C188FE71456E7A6
All Dennis' Memos . .1C188FEC1355E6A6
All Dennis' Memos . .1C188FF01355E6A6
All Dennis' Memos . .1C188FF41355E6A6
All Dennis' Memos . .1C188FF81355E6A6
All Dennis' Memos . .1C188FFC1355E6A6
All Dennis' Memos . .1C188F001355E6A6
All Dennis' Memos . .1C188F041355E6A6
All Dennis' Memos . .4C188F081456E6A6
All Dennis' Memos . .3C188F061456E7A6
All Ops Manuals . . .3C188F071456E7A6
All Ops Manuals . . .1C188F0C1355E6A6
All Ops Manuals . . .1C188F101355E6A6
All Ops Manuals . . .1C188F141355E6A6
All Ops Manuals . . .1C188F181355E6A6
All Ops Manuals . . .3C188F1C1456E7A6
All Staff Logs 3C188F1D1456E7A6
All Staff Logs 4C188F1A1456E6A6
All Staff Logs 1C188F201355E6A6
All Staff Logs 1C188F241355E6A6
All Staff Logs 1C188E281355E6A6
All Staff Logs 1C188E2C1355E6A6
All Staff Logs 4C188E301456E6A6
All Staff Logs 3C188E2E1456E7A6
All Classified Files .3C188E2F1456E7A6
All Classified Files . .1C188E341355E6A6
All Classified Files . .1C188E381355E6A6
All Classified Files . .1C188E3C1355E6A6
All Classified Files . .1C188E401355E6A6
All Classified Files . .1C188E441355E6A6
All Top Secret Files .1C188E481355E6A6
All Top Secret Files .1C188E4C1355E6A6
All Top Secret Files .1C188E501355E6A6
All Top Secret Files .1C188E541355E6A6
Inf Recovery Unit A .3C188FA61456E788
Inf Recovery Unit B .3C188FA71456E788
Infinite MTS Vaccine 3C188FAC1456E788
Inf Booster Type A .3C188FAD1456E788
Inf Booster Type B .3C188FAA1456E788
Have Card Key Alpha3C188FAB1456E7A6
Have Snow Truck Key3C188FB11456E7A6
Have Train Key . . .3C188FAE1456E7A6
Crowbar 3C188FAF1456E7A6
Have Gary's Bomb .3C188FB41456E7A6
Have Metal Tag 1 . .3C188FB51456E7A6
Have Metal Tag 2 . .3C188FB21456E7A6
Have DVD-ROM . . .3C188FB31456E7A6
Have Roger's Knife .3C188FB81456E7A6
Have Dog Tag 3C188FB91456E7A6
Have Dog Tag 2 . . .3C188FB61456E7A6
Have Dog Tag 3 . . .3C188FB71456E7A6
Have Dog Tag 4 . . .3C188FBC1456E7A6
Have Dog Tag 5 . . .3C188FBD1456E7A6
Have Dog Tag 6 . . .3C188FBA1456E7A6
Have Dog Tag 7 . . .3C188FBB1456E7A6
Have Dog Tag 8 . . .3C188FC01456E7A6
Have Dog Tag 9 . . .3C188FC11456E7A6
Have Dog Tag 10 . .3C188FBE1456E7A6
Have Dog Tag 11 . .3C188FBF1456E7A6
Have Dog Tag 12 . .3C188FC41456E7A6
Have Dog Tag 13 . .3C188FC51456E7A6
Have Dog Tag 14 . .3C188FC21456E7A6
Have Dog Tag 15 . .3C188FC31456E7A6
Me So Thorny 0C188FCC1446B0A7
Me So Thorny 4C188FCC1456B00C

Fur Fighters

(M) Must Be On . . .EC8D633C1456E60A
Enable All Cheats .1CBBF35C61DFB00C
Enable All Cheats .1CBCB1E861DFB00C

Gadget Racers

(M) Must Be On . . .EC878264143C6FFC
Infinite Cash 1CB65538179E9C70C
Always Place 1st . .3CB847DC1456E7A6
All O Licenses 4CA3AC701456E7A6
All O Licenses . . .4CA3ACB01456E7A6
All O Licenses 4CA3ACF01456E7A6
All O Licenses 4CA3AF301456E7A6
All O Licenses 4CA3AF701456E7A6
All O Licenses 4CA3AFB01456E7A6
All O Licenses 4CA3AFF01456E7A6
All O Licenses 4CA3AE301456E7A6
All O Licenses 4CA3AE701456E7A6
All O Licenses 4CA3AEB01456E7A6
All P Licenses 4CA3AEF01456E7A6
All P Licenses 4CA3B1301456E7A6
All P Licenses 4CA3B1701456E7A6
All P Licenses 4CA3B1B01456E7A6
All P Licenses 4CA3B1F01456E7A6
All P Licenses 4CA3B0301456E7A6
All P Licenses 4CA3B0701456E7A6
All P Licenses 4CA3B0B01456E7A6
All P Licenses 4CA3B0F01456E7A6
All P Licenses 4CA3B3301456E7A6
All Q Licenses 4CA3B3701456E7A6
All Q Licenses 4CA3B3B01456E7A6
All Q Licenses 4CA3B3F01456E7A6
All Q Licenses 4CA3B2301456E7A6
All Q Licenses 4CA3B2701456E7A6
All Q Licenses 4CA3B2B01456E7A6
All Q Licenses 4CA3B2F01456E7A6
All Q Licenses 4CA3B5301456E7A6
All Q Licenses 4CA3B5701456E7A6
All Q Licenses 4CA3B5B01456E7A6

Gallop Racer 2001

(M) Must Be On . . .EC87913C143F4464
Inf Jockey Pts . . .1D7AC52017E9C70C

Gran Turismo 3

(M) Must Be On . . .EC87829C1437062C
$10Trillion-Sim Mode1C041241456DEAD
$10Trillion-Sim Mode1C041120D26487A5
$99,999,999-Sim Mode1C041241456E7A5
$99,999,999-Sim Mode1C04112017E9C70C
$500,000-Sim Mode 1C0411241456E7A5
$500,000-Sim Mode 1C04112045786C5
9999 Wins 1C04111C1456089C
9999 Races 1C0411141456089C
Day 9999 . . . . . .1C0411101456089C
Day 1 . . . . . .1C0411101456E7A6
Max Series Points .0D6B32D81456E7A5
Max Series Points .4D6B32D8145 6089C
Low License Times .0D6A785C142617A5
Low License Times .1D6A785C145617A5
Low Arcade Times .0D6B1D681426B7A5
Low Arcade Times .1D6B1D68145617A5
SIM-1 Lap Win 0D6E6FBC1456E7A5
SIM-1 Lap Win 3D6E6FBC1456E7A7
SIM-1 Lap Win . . .3D6B3C7D1456E7A8
SIM-1 Lap Win . . .3D6DC0A41456E7A8
SIM-Instant Win . . .0D6E6FBC1456E7A5
SIM-Instant Win . . .3D6E6FBC1456E7A8
SIM-Instant Win . . .3D6B3C7D1456E7A8
SIM-Instant Win . .3D6DC0A41456E7A8
ARCADE-1 Lap Win .DC87832813DB9C91
ARCADE-1 Lap Win .0D6DA1841456E7A7
ARCADE-1 Lap Win .3D6E4C9C1456E7A6
ARCADE-1 Lap Win .0D6DA1841456E7A8
ARCADE-1 Lap Win .3D6E4C9C1456E7A7
ARCADE-1 Lap Win .0D6DA1841456E7A1
ARCADE-1 Lap Win .3D6E4C9C1456E7A8
ARCADE-1 Lap Win . .0D6DA1841456E7A2
ARCADE-1 Lap Win . .3D6E4C9C1456E7A1
ARCADE-Instant Win DC87832813DB9C91
ARCADE-Instant Win 0D6DA1841456E7A7
ARCADE-Instant Win 3D6E4C9C1456E7A7
ARCADE-Instant Win 0D6DA1841456E7A8
ARCADE-Instant Win 3D6E4C9C1456E7A8
ARCADE-Instant Win 0D6DA1841456E7A1
ARCADE-Instant Win 3D6E4C9C1456E7A1
ARCADE-Instant Win 0D6DA1841456E7A2
ARCADE-Instant Win 3D6E4C9C1456E7A2
All Arcade Tracks . .3C04104C1456E7A2
License B-1 Gold . .1C0207581456E7A5
License B-2 Gold . .1C0206AC1456E7A5
License B-3 Gold . .1C0209001456E7A5
License B-4 Gold . .1C020B541456E7A5
License B-5 Gold . .1C020AA81456E7A5
License B-6 Gold . .1C020DFC1456E7A5
License B-7 Gold . .1C020F501456E7A5
License B-8 Gold . .1C020EA41456E7A5
License A-1 Gold . .1C0211F81456E7A5
License A-2 Gold . .1C02134C1456E7A5
License A-3 Gold . .1C0212A01456E7A5
License A-4 Gold . .1C0215F41456E7A5
License A-5 Gold . .1C0217481456E7A5
License A-6 Gold . .1C02169C1456E7A5
License A-7 Gold . .1C0219F01456E7A5
License A-8 Gold . .1C021B441456E7A5
License IB-1 Gold . .1C021A981456E7A5
License IB-2 Gold . .1C021DEC1456E7A5
License IB-3 Gold . .1C021F401456E7A5
License IB-4 Gold . .1C021E941456E7A5
License IB-5 Gold . .1C0221E81456E7A5
License IB-6 Gold . .1C02233C1456E7A5
License IB-7 Gold . .1C0222901456E7A5
License IB-8 Gold . .1C0225E41456E7A5
License IA-1 Gold . .1C0227381456E7A5
License IA-2 Gold . .1C02268C1456E7A5
License IA-3 Gold . .1C0229E01456E7A5
License IA-4 Gold . .1C022B341456E7A5
License IA-5 Gold . .1C022A881456E7A5
License IA-6 Gold . .1C022DDC1456E7A5
License IA-7 Gold . .1C022F301456E7A5
License IA-8 Gold . .1C022E841456E7A5
Super License 1 Gold1C0231D81456E7A5
Super License 2 Gold1C02332C1456E7A5
Super License 3 Gold1C0232801456E7A5
Super License 4 Gold1C0235D41456E7A5
Super License 5 Gold1C0237281456E7A5
Super License 6 Gold1C02367C1456E7A5
Super License 7 Gold1C0239D01456E7A5
Super License 8 Gold1C0238241456E7A5
Rally License 1 Gold1C023A781456E7A5

Metal Gear Solid 2: Sons Of Liberty (Trial Edition)

Add a few more hours of entertainment to this demo with the enemy uniform. Equip this costume and Snake looks just like his enemies. Comes complete with mask and suspenders.
Also Requires:
(M)Must Be On
ECB79FF81456E60A

Have Enemy Uniform
3CBB52501456E7A6

Rally License 2 Gold1C023DCC1456E7A5
Rally License 3 Gold1C023C201456E7A5
Rally License 4 Gold1C023E741456E7A5
Rally License 5 Gold1C0241C81456E7A5
Rally License 6 Gold1C02401C1456E7A5
Rally License 7 Gold1C0242701456E7A5
Rally License 8 Gold1C0245C41456E7A5
BEGINNER LEAGUE CODES . . . . . .
. . . . . .3C9783281456E7A5
Gold Sunday Cup . .1C024BD41456E7A5
Gold Sunday Cup . .1C024BD81456E7A5
Gold Sunday Cup . .1C024BDC1456E7A5
Gold Clubman Cup .1C0246781456E7A5
Gold Clubman Cup .1C02467C1456E7A5
Gold Clubman Cup .1C0246801456E7A5
Gold FF Challenge .1C0249501456E7A5
Gold FF Challenge .1C0249541456E7A5
Gold FF Challenge .1C0249581456E7A5
Gold FR Challenge .1C0249741456E7A5
Gold FR Challenge .1C0249781456E7A5
Gold FR Challenge .1C02497C1456E7A5
Gold MR Challenge .1C024B281456E7A5
Gold MR Challenge .1C024B2C1456E7A5
Gold MR Challenge .1C024B301456E7A5
Gold 4WD Challenge1C0247B81456E7A5
Gold 4WD Challenge1C0247BC1456E7A5
Gold 4WD Challenge1C0247C01456E7A5
Gold Sports Car Cup 1C0248041456E7A5
Gold Sports Car Cup 1C0248081456E7A5
Gold Sports Car Cup 1C02480C1456E7A5
Gold Stars & Stripes 1C024BB41456E7A5
Gold Stars & Stripes 1C024BB81456E7A5
Gold Stars & Stripes 1C024BBC1456E7A5
Gold Stars & Stripes 1C024BC01456E7A5
Gold Spider&Roadster 1C024B9C1456E7A5
Gold Spider&Roadster 1C024BA01456E7A5
Gold Spider&Roadster 1C024BA41456E7A5
Gold 80's S.Car Cup 1C0247DC1456E7A5
Gold 80's S.Car Cup 1C0247E01456E7A5
Gold 80's S.Car Cup 1C0247E41456E7A5
Gold Race NA Sports1C024B4C1456E7A5
Gold Race NA Sports1C024B501456E7A5
Gold Race NA Sports1C024B541456E7A5
Gold Turbo Sports .1C024B101456E7A5
Gold Turbo Sports .1C024B141456E7A5
Gold Turbo Sports .1C024B181456E7A5
Gold Audi TT Race .1C024BE01456E7A5
Gold Audi TT Race .1C024BE41456E7A5
Gold Audi TT Race .1C024BE81456E7A5
Gold Audi TT Race .1C024BEC1456E7A5
Gold Audi TT Race .1C024BF01456E7A5
Gold Audi TT Race .1C024BF41456E7A5
Gold Silver Arrow . .1C0248101456E7A5
Gold Silver Arrow . .1C0248141456E7A5
Gold Silver Arrow . .1C0248181456E7A5
Gold Altezza Race .1C0247F41456E7A5
Gold Altezza Race .1C0247F81456E7A5
Gold Altezza Race .1C0247FC1456E7A5
Gold Altezza Race .1C0247001456E7A5
Gold Altezza Race .1C0247041456E7A5
Gold Altezza Race .1C0247081456E7A5
Gold Vitz Race . . .1C024A941456E7A5
Gold Vitz Race . . .1C024A981456E7A5
Gold Vitz Race . . .1C024A9C1456E7A5
Gold Vitz Race . . .1C024AA01456E7A5
Gold Vitz Race . . .1C024AA41456E7A5
Gold Vitz Race . . .1C024AA81456E7A5
Gold Type-R Meeting1C024A4C1456E7A5
Gold Type-R Meeting1C024A501456E7A5
Gold Type-R Meeting1C024A541456E7A5
Gold Type-R Meeting1C024A581456E7A5
Gold Type-R Meeting1C024A5C1456E7A5
Gold Type-R Meeting1C024A601456E7A5
Gold Evolut Meeting 1C02460C1456E7A5
Gold Evolut Meeting 1C0246101456E7A5
Gold Evolut Meeting 1C0246141456E7A5
Gold Beetle Cup . .1C0247241456E7A5
Gold Beetle Cup . .1C0246281456E7A5
Gold Beetle Cup . .1C02462C1456E7A5
Gold Beetle Cup . .1C0246301456E7A5
Gold Beetle Cup . .1C0246341456E7A5
Gold Beetle Cup . .1C0246381456E7A5
Gold GT World Champ.1C0249081456E7A5
Gold GT World Champ.1C02490C1456E7A5
Gold GT World Champ.1C0249101456E7A5
Gold GT World Champ.1C0249141456E7A5
Gold GT World Champ.1C0249181456E7A5
Gold GT World Champ.1C02491C1456E7A5
Gold GT World Champ.1C0249201456E7A5
Gold GT World Champ.1C0249241456E7A5
Gold GT World Champ.1C0248281456E7A5
Gold GT World Champ.1C02482C1456E7A5
Gold GT World Champ.1C0248301456E7A5

AMATEUR LEAGUE CODES . . . . . .
. . . . . .3C9783281456E7A5
Gold Japanese Champ 1C0248941456E7A5
Gold Japanese Champ 1C0248981456E7A5
Gold Japanese Champ 1C02489C1456E7A5
Gold Japanese Champ 1C0248A01456E7A5
Gold Japanese Champ 1C0248A41456E7A5
Gold Japanese Champ 1C0248A81456E7A5
Gold American Champ1C024A7C1456E7A5
Gold American Champ1C024A801456E7A5
Gold American Champ1C024A841456E7A5
Gold American Champ1C024A881456E7A5
Gold American Champ1C024A8C1456E7A5
Gold American Champ1C024A901456E7A5
Gold European Champ 1C0246F41456E7A5
Gold European Champ 1C0246F81456E7A5
Gold European Champ 1C0246FC1456E7A5
Gold European Champ 1C0246001456E7A5
Gold European Champ 1C0246041456E7A5
Gold European Champ 1C0246081456E7A5
Gold GT World Champ 1C0248601456E7A5
Gold GT World Champ 1C0248641456E7A5
Gold GT World Champ 1C0248681456E7A5
Gold GT World Champ 1C02486C1456E7A5
Gold GT World Champ 1C0248701456E7A5
Gold GT World Champ 1C0248741456E7A5
Gold GT World Champ 1C0248781456E7A5
Gold GT World Champ 1C02487C1456E7A5
Gold GT World Champ 1C0248801456E7A5
Gold GT World Champ 1C0248841456E7A5
Gold GT World Champ 1C0248881456E7A5
Gold GermanTourChamp . . . . . .
. . . . . .1C0246841456E7A5
Gold GermanTourChamp . . . . . .
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Gold GermanTourChamp . . . . . .
. . . . . .1C0246941456E7A5
Gold GermanTourChamp . . . . . .
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Gold FF Challenge . .1C0249681456E7A5
Gold FF Challenge . .1C02496C1456E7A5
Gold FF Challenge . .1C0249701456E7A5
Gold FR Challenge . .1C02498C1456E7A5
Gold FR Challenge . .1C0249901456E7A5
Gold FR Challenge . .1C0249941456E7A5
Gold MR Challenge . .1C024B401456E7A5
Gold MR Challenge . .1C024B441456E7A5
Gold MR Challenge . .1C024B481456E7A5
Gold 4WD Challenge .1C0247D01456E7A5
Gold 4WD Challenge .1C0247D41456E7A5
Gold 4WD Challenge .1C0247D81456E7A5
Gold Stars & Stripes .1C024BC41456E7A5
Gold Stars & Stripes .1C024BC81456E7A5
Gold Stars & Stripes .1C024BCC1456E7A5
Gold Stars & Stripes .1C024BD01456E7A5
Gold Boxer Spirit . . .1C0246481456E7A5
Gold Boxer Spirit . . .1C02464C1456E7A5
Gold Boxer Spirit . . .1C0246501456E7A5
Gold 80's S.Car Cup . .1C0247E81456E7A5
Gold 80's S.Car Cup . .1C0247EC1456E7A5
Gold 80's S.Car Cup . .1C0247F01456E7A5
Gold Race NA Sports .1C024B641456E7A5
Gold Race NA Sports .1C024B681456E7A5
Gold Race NA Sports .1C024B6C1456E7A5
Gold Turbo Sports . . .1C024A281456E7A5
Gold Turbo Sports . . .1C024A2C1456E7A5
Gold Turbo Sports . . .1C024A301456E7A5
Gold GranTurismo AS .1C0249C41456E7A5
Gold GranTurismo AS .1C0249C81456E7A5
Gold GranTurismo AS .1C0249CC1456E7A5
Gold GranTurismo AS .1C0249D01456E7A5
Gold GranTurismo AS .1C0249D41456E7A5
Gold GranTurismo AS .1C0249D81456E7A5
Gold GranTurismo AS .1C0249DC1456E7A5
Gold GranTurismo AS .1C0249E01456E7A5
Gold GranTurismo AS .1C0249E41456E7A5
Gold GranTurismo AS .1C0249E81456E7A5
Gold GranTurismo AS .1C0249EC1456E7A5
Gold All JapGT Champ1C0248D81456E7A5
Gold All JapGT Champ . . . . . .
1C0248DC1456E7A5
Gold All JapGT Champ1C0248E01456E7A5
Gold All JapGT Champ1C0248E41456E7A5
Gold All JapGT Champ1C0248E81456E7A5
Gold All JapGT Champ1C0248EC1456E7A5
Gold All JapGT Champ1C0248F01456E7A5
Gold All JapGT Champ1C0248F41456E7A5
Gold All JapGT Champ1C0248F81456E7A5
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CODEBOY'S RANT

MUSINGS FROM GAMESHARK'S HEAD HACKER

Um, where am I? Why am I upside-down? Oh, we're right side up; IGN is upside down; I get it.

Anyway, for you GameShark veterans this should be the largest collection of PS2 GameShark2 codes in one edition, as well as the debut of the Game Boy Advance GameShark. For those of you that are receiving this from the IGN side, you're in for something new. Don't tell me you don't have a GameShark yet. Yeah, I'm sure that you can play the game on your own, really I am, but just in case, wouldn't you want to have a few codes, unlock a few extras, play a few unfinished levels? How about if there's something hidden or completely inaccessible in a game? What, you don't think it was made that way for a reason, do you? Just take a look through all these codes to get an idea of what kind of freedom using a GameShark can give you.

Not only is this issue of GameShark Magazine the debut of the new GameBoy Advance GameShark codes, it's also coinciding with the release of two new systems, Nintendo's GameCube and the Microsoft Xbox. The PS2 is going strong, the GBA is still new, and even the Dreamcast still has a few great titles coming out. I imagine that most of your friends will be receiving McDonalds gift certificates for Christmas this year and you'll get a few cut-off notices from the utility companies, as almost all of your money will be spent on new games, used games, new systems, and Twinkies. I'm sure they all understand though, just be sure to invite them over to play once or twice and they'll forget all about the cheap gifts.

Myself, I'm in a different dilemma; I can't find the time to hack all of these games, or at least not in a normal day. So I've decided just to move into the office until Christmas and pay someone to take care of my dogs. I still call them on the phone, but in the time it takes to get to my house and back to the office, which is only twenty-six miles, round trip, it seems that another thirteen or so games have come out. This is, of course, good for you, more choices, more titles, more codes, but bad for me as I now have resorted to the catheter/colostomy bag combo so that I don't even have to leave my desk anymore.

Granted, no one will come near me, but that's just an added bonus, even less distraction from hacking codes now. And just think, you fans out there who don't know what a GameShark is are missing all of this fun; drop the magazine right now and go get yourself a GameShark, I'm not doing this to myself just for the sheer enjoyment.

With love,
-CodeBoy

Contact Us At:
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GAMESHARK CODES

PLAYSTATION 2

Arctic Thunder

Max Score 91638ec1
Max Boost 4CB87D781456E7B2
Max Shot Accuracy .4CB87D9C1456E7B2
Max Number Dropped 4CB87DC01456E7B2
Max Blast Radius 1 4CB87DE41456E7B2
Max Shield Str . . .4CB87D081456E7B2
Max Invisibility . .4CB87C2C1456E7B2
Max Blast Radius 2 4CB87C501456E7B2
Max Spray Time . .4CB87C741456E7B2
Max Chain Length .4CB87C981456E7B2
Max Accelerator . .4CB87FB81456E7B2
Max Top Speed . . .4CB87FDC1456E7B2
Max Handling 4CB87F001456E7B2
All Characters . . .4CBF94E81456E7B7
All Tracks 4CBF94F01456E7A0
All Battle Arenas .4CBF94F81456E7A1

Armored Core 2:AA

(M) Must Be On . .EC8782601432EE9C
Max Cash 1CA8282817E9C70C
Inf AP 4CA7F06C14564E2E
Inf Power 4CA7F07014564E2E
Infinite Right Ammo4CA7FB301456E788
Infinite Back Ammo4CA7FBB01456E788
Infinite Back Ammo 4CA7FA301456E788
Inf. Inside Ammo .4CA7FAB01456E788
Inf Op Part Slots .4CDC25B41456E7A5
Overweight Mechs 4CDF7D201456089C
Overweight Mechs 4CDF79061456089C
Overweight Mechs 4CDF74081456089C
Extra Heads 1CDFBF981355E6A6
Extra Heads 1CDFBF9C1355E6A6
Extra Heads 1CDFBFA01355E6A6
Extra Heads 4CDFBFA41456E6A6
Extra Cores 3CDFBFD81456E7A6
Extra Cores 4CDFBFD61456E6A6
Extra Cores 4CDFBFDC1456E6A6
Extra Arms 1CDFBF181355E6A6
Extra Arms 1CDFBF1C1355E6A6
Extra Arms 1CDFBF201355E6A6
Extra Arms 1CDFBF241355E6A6
Extra Arms 1CDFBE281355E6A6
Extra Arms 1CDFBE2C1455E6A6
Extra Legs 1CDFBE581355E6A6
Extra Legs 1CDFBE5C1355E6A6
Extra Legs 1CDFBE601355E6A6
Extra Legs 1CDFBE641355E6A6
Extra Legs 1CDFBE681355E6A6
Extra Legs 1CDFBE6C1355E6A6
Extra Legs 1CDFBE701355E6A6
Extra Legs 1CDFBE741355E6A6
Extra Legs 1CDFBE781455E6A6
Extra Boosters . . .1CDFBE981355E6A6
Extra Boosters . . .1CDFBE9C1455E6A6
Extra FCS 1CDFBED81355E6A6
Extra FCS 1CDFBEDC1355E6A6
Extra FCS 4CDFBEE01456E6A6
Extra Generators . .1CDFBE181355E6A6
Extra Generators . .1CDFBE1C1355E6A6
Extra Radiators . . .1CDFC1581355E6A6
Extra Radiators . . .1CDFC15C1355E6A6
Extra Inside Parts .1CDFC1981355E6A6
Extra Inside Parts .1CDFC19C1355E6A6
Extra Inside Parts .4CDFC1A01456E6A6
Extra Extensions . .1CDFC1D81355E6A6
Extra Extensions . .1CDFC1DC1355E6A6
Extra Extensions . .4CDFC1E01456E6A6
Extra Back Units R .1CDFC1181654E5A7
Extra Back Units R .1CDFC11C1654E5A7
Extra Back Units R .1CDFC1201654E5A7
Extra Back Units R .1CDFC1241654E5A7
Extra Back Units R .1CDFC0281654E5A7
Extra Back Units R .1CDFC02C1654E5A7
Extra Back Units R .1CDFC0301654E5A7
Extra Back Units R .1CDFC0341654E5A7
Extra Back Units R .1CDFC0381654E5A7
Extra Back Units R .1CDFC03C1654E5A7
Extra Back Units R .4CDFC0401456E5A7
Extra Back Units L .1CDFC0581654E5A7
Extra Back Units L .1CDFC05C1654E5A7
Extra Back Units L .1CDFC0601654E5A7
Extra Back Units L .1CDFC0641654E5A7
Extra Back Units L .1CDFC0681654E5A7
Extra Back Units L .1CDFC06C1654E5A7
Extra Back Units L .1CDFC0701654E5A7
Extra Back Units L .1CDFC0741654E5A7
Extra Back Units L .1CDFC0781654E5A7
Extra Back Units L .1CDFC07C1654E5A7
Extra Back Units L .4CDFC0801456E5A7
Extra Arm Units R . .1CDFC0981355E6A6
Extra Arm Units R .1CDFC09C1355E6A6
Extra Arm Units R .1CDFC0A01355E6A6
Extra Arm Units R .1CDFC0A41355E6A6
Extra Arm Units R .1CDFC0A81355E6A6
Extra Arm Units R .1CDFC0AC1355E6A6
Extra Arm Units R .1CDFC0B01355E6A6
Extra Arm Units R .3CDFC0B41456E7A6
Extra Arm Units L .1CDFC0D81355E6A6
Extra Arm Units L .1CDFC0DC1355E6A6
Extra Arm Units L .4CDFC0E01456E6A6
Extra Optional Parts1CDFC0181355E6A6
Extra Optional Parts1CDFC01C1355E6A6
Extra Optional Parts1CDFC0201355E6A6
Extra Optional Parts1CDFC0241355E6A6

Army Men Air Attack2

(M) Must Be On . . .EC87C0741456E60A
Fly As A Bee 4C3FEEDC1456E7A7
Infinite Health . . .4C349DB21456E7AF
Inf Copter Ammo . .3C33E74E1456E787
Inf Copilot Ammo . .3C33E62E1456E787

Army Men Green Rogue

(M) Must Be On . . .EC87C3641456E60A
Invincible 3C8102001456E7A6
Infinite Bio Strike .3CB500EC1456E79D

Army Men S.Heroes 2

(M) Must Be On . . .EC879F141456E60A
Mini Mode 3CCA5BFC1456E7A6
Debug Info 3CCA5A941456E7A6
All Levels 3CCA5AA01456E7A6
All Weapons 3CCA5A9C1456E7A6
MEGA MODE!! 3CCA61C01456E7A6
Infinite Health . . .3CCA5D841456E7A6
Predator Mode . . .3CCA5C881456E7A6

Bloody Roar 3

(M) Must Be On . . .EC8E31301456E60A
Enable Extra Modes 4CB7561C1456B00C
Enable Extra Modes 4C8ADF541456B00C
Sudden Death ONLY 4CB756181456E7A6
No Guard ONLY . . .4CB756181456E7A7
Hard Mode ONLY . .4CB756181456E7A8
Knock-Down Mode ONLY 4CB756181456E7A1
High Speed Mode ONLY 4CB756181456E7A2
Low Speed Mode ONLY 4CB756181456E7A3
H.Beast Mode ONLY 4CB756181456E7A4
Sumo Mode ONLY . .4CB756181456E79D
P1 Alice 4C8AD4C21456E7A6
P1 Bakuryu 4C8AD4C21456E7A7
P1 Busuzima 4C8AD4C21456E7A8
P1 Gado 4C8AD4C21456E7A1
P1 Jenny 4C8AD4C21456E7A2
P1 Long 4C8AD4C21456E7A3
P1 Shiva 4C8AD4C21456E7A4
P1 Shenlong 4C8AD4C21456E79D
P1 Xion 4C8AD4C21456E79E
P1 Stun 4C8AD4C21456E79F
P1 Uriko 4C8AD4C21456E7A0
P1 Yugo 4C8AD4C21456E799
P2 Alice 4C8AD41A1456E7A6
P2 Bakuryu 4C8AD41A1456E7A7
P2 Busuzima 4C8AD41A1456E7A8
P2 Gado 4C8AD41A1456E7A1
P2 Jenny 4C8AD41A1456E7A2
P2 Long 4C8AD41A1456E7A3
P2 Shiva 4C8AD41A1456E7A4
P2 Shenlong 4C8AD41A1456E79D
P2 Xion 4C8AD41A1456E79E
P2 Stun 4C8AD41A1456E79F
P2 Uriko 4C8AD41A1456E7A0
P2 Yugo 4C8AD41A1456E799
P2 Kohryu 4C8AD41A1456E79A
P2 Uranus 4C8AD41A1456E79B

Casper Sp Dimensions

(M) Must Be On . . .ECB52F5814345B9C
Inf Shield Energy . .4CC88EE81456E7A8
Inf Comet Energy . .4CC88EE01456E751

City Crisis

(M) Must Be On . . .ECB6A9801435371C
Massive Score 1CAE2BF017E9C70C
All Levels 4CCEA5581456B00C
All Levels 4CCEA5601456B00C
All Machines 1CCEA564143FE7AC
All Machines 1CCEA568143FE7AC
Infinite Time 1CAE2CA01456E7A5
Infinite Passengers 3CAE2FCC1456E7A5
Select=No Time . . .0CAE28601456E6A5
Select=No Time . . .1CAE2CA061DFB00C
Infinite Damage . .4CAB3E541456E4FD
Infinite Water 4CAE2EEA1456F025
Inf Water Bombs . .4CAE2EE41456E7D7
99 Others Rescued .4CAE2B041456E788
99 Fire Spot Rescued4CAE2BFC1456E788
0 Dead (Final) . . .4CAE2A501456E7A5
1 Save Win (Final) .0CAE2A541456E7A6
1 Save Win (Final) .4CAE2A541456E7AB

Cool Boarders 2001

(M) Must Be On . . .EC8782281447837FC
Infinite Time 4CA7A5B01456B00C
Massive Score 1CA7BEF417E9C70C
Quick Race Boarders1C8F498461DFB00C
All Career Boarders 1C8F29F861DFB00C
All QuickRace Tracks7C8F466C1458E7A6
All QuickRace Tracks3D9882291456E7A5
All Career Events . .7C8F29B81446E7A6
All Career Events . .3D9882291456E7A5
Trent Maxed 1C8F498C0E4CDD9F
Trent Maxed 1C8F29040E4CDD9F
Cool Maxed 1C8F49900E4CDD9F
Cool Maxed 1C8F29080E4CDD9F
Replay Maxed 1C8F49940E4CDD9F
Replay Maxed 1C8F290C0E4CDD9F
Sasha Maxed 1C8F49980E4CDD9F
Sasha Maxed 1C8F29100E4CDD9F
Max Maxed 1C8F499C0E4CDD9F
Max Maxed 1C8F29140E4CDD9F
Karma Maxed 1C8F49A00E4CDD9F
Karma Maxed 1C8F29180E4CDD9F
Le'Monjello Maxed .1C8F49A40E4CDD9F
Le'Monjello Maxed .1C8F291C0E4CDD9F
Burg Maxed 1C8F49A80E4CDD9F
Burg Maxed 1C8F29200E4CDD9F
Tex Maxed 1C8F49AC0E4CDD9F
Tex Maxed 1C8F29240E4CDD9F
Gray Maxed 1C8F49B00E4CDD9F
Gray Maxed 1C8F28280E4CDD9F
J.Jones Maxed . . .1C8F49B40E4CDD9F
J.Jones Maxed . . .1C8F282C0E4CDD9F
B.Christy Maxed . .1C8F49B80E4CDD9F
B.Christy Maxed . .1C8F28300E4CDD9F
T.Dakides Maxed . .1C8F49BC0E4CDD9F
T.Dakides Maxed . .1C8F28340E4CDD9F
N.Cole Maxed 1C8F49C00E4CDD9F
N.Cole Maxed 1C8F28380E4CDD9F
K.Jones Maxed . . .1C8F49C40E4CDD9F
K.Jones Maxed . . .1C8F283C0E4CDD9F
S.Wittlake Maxed . .1C8F49C80E4CDD9F
S.Wittlake Maxed . .1C8F28400E4CDD9F
T.Parker Maxed . . .1C8F49CC0E4CDD9F
T.Parker Maxed . . .1C8F28440E4CDD9F
M.Taggart Maxed . .1C8F49D00E4CDD9F
M.Taggart Maxed . .1C8F28480E4CDD9F
J.Oksanen Maxed . .1C8F49D40E4CDD9F
J.Oksanen Maxed . .1C8F284C0E4CDD9F
T.Richards Maxed . .1C8F49D80E4CDD9F
T.Richards Maxed . .1C8F28500E4CDD9F
Plenty Of Coins . . .4CA7BEF01456089C

Crazy Taxi

(M) Must Be On . . .EC907FE0143C2534
Infinite Fare Time .4CBA872C1456E00C
Max Cash Earned . .1CBA840817E9C70C
Big Drift Combo . .4CD23A781456E404
1 Balloon Left . . .4CD23C3C1456E7A6
R1+L3=Speed Burst 0CD237301456E59D
R1+L3=Speed Burst 4CA7267E145629A5
L3=Ultra Speed . . .0CD237301456E5A5
L3=Ultra Speed . . .4CA7267E14561FA5
Axel Always Drives .0CD248C01456E675
Axel Always Drives .3CBA4FC01456E7A6
BD.Joe Always Drives 0CD248C01456E675
BD.Joe Always Drives 3CBA4FC01456E7A7
Gena Always Drives 0CD248C01456E675
Gena Always Drives 3CBA4FC01456E7A8
Gus Always Drives .0CD248C01456E675
Gus Always Drives .3CBA4FC01456E7A1
Square = More Time 0CD237301456E6A5
Square = More Time 4CBA84F41456E7A5
Select = No Time . .0CD237301456E6A5
Select = No Time . .4CBA84F41456E7A5
999 Customers . . .4CD23E0C1456E404

Dark Angel

(M) ECB558681456E60A
Infinite Spirit 4CD446081456EB9C
Max EXP 1CDF022817E9C70C
Infinite Gold 1CDF023C17E9C70C
Infinite Power Gem 4CDF02441456089C
Infinite Necrystal . .4CDF02401456089C
Infinite Ooze 4CDF02481456089C
Infinite Ammo . . .4CDF024C1456089C
Infinite HP 1DFD58481453A1E1
Max Strength 1CDF03181456E404
Max Intellect 1CDF031C1456E404
Max Health 1CDF03201456E404
Max Research 1CDF026C17E9C70C
Max Military 1CDF027017E9C70C
Max Economic 1CDF027417E9C70C
Year-1806 . . . . . .4CDFD0861456B00C

Dave Mirra BMX 2

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